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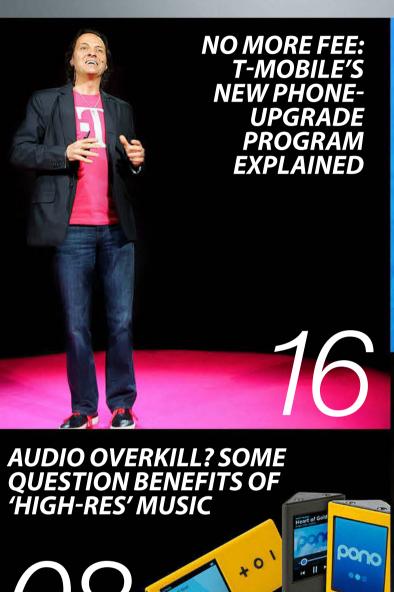








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# APPLE REMOVING GAMES WITH CONFEDERATE FLAG FROM APP STORE

Apple said Thursday (25) that it is removing games from its online app store that feature the Confederate flag in "offensive or meanspirited ways."

The move comes days after Apple CEO Tim Cook called on people in a tweet to honor the victims of the Charleston, South Carolina, church shooting by eradicating racism and the symbols that feed it.

Apple said in a statement Thursday that apps are being removed "that use the Confederate flag in offensive or mean-spirited ways, which is in violation of our guidelines." Other apps that depict the flag in educational or historical contexts are not being removed.

The company is working with developers to get games that have been removed - such as the Civil War battle game "Cannon Shooter" - back in the store after changes are made.

Apple Inc., which is based in Cupertino, California, is the latest company to distance itself from the divisive symbol after the shooting suspect, Dylann Storm Roof, appeared in photos holding the flag.

This week, a host of retailers including Wal-Mart, Amazon, Sears, eBay and Etsy said they would remove Confederate flag merchandise from their shelves and websites, while Google blocked digital ads featuring the flag.





# AUDIO OVERKILL SOME QUESTION BENEFITS OF 'HIGH-RES' MUSIC



Its backers say it does for music lovers what ultra high-definition television has done for couch potatoes.

It's a digital format that packs nearly seven times the data found on CDs, touted as producing crystal-clear sounds with a sharpness that'll blow consumers away. Advocates like Neil Young and major record labels say the format that's the high end of what's known as high-resolution audio restores textures, nuances and tones that listeners sacrifice when opting for the convenience of music compressed into formats like MP3s or Apple's AAC.

But some recording-technology experts say this super high-res format - known by its 192 kHz, 24-bit technical specs - is pricy digital overkill, an oversized bit bucket that contains sounds only dogs or dolphins can truly enjoy.

Some cynics say the push to high-res audio is just another attempt to get consumers to rebuy music they already own.

Marc de Oliveira did just that in February when he bought Bob Dylan's latest album, Shadows In The Night from the Young-backed PonoMusic store. Already having bought the CD from a physical record store, the Copenhagen-based 49-year-old IT consultant splurged on a 24-bit version, hoping to feel more present in the room where Dylan recorded.

Instead, he stumbled on a blog that analyzed the file and found no more than 16 of the 24 bits were used, the same as on the CD. After months of de Oliveira trying to get a refund, Pono's Vice President of Content Acquisition Bruce Botnick replied to his posts saying that Dylan himself liked sample CDs cut in the studio. Engineers mastered the album from those discs, forever locking this particular release at the lower specs.

Still, that hasn't changed what Pono is charging for the file, \$17.99, versus the physical CD, which costs \$9.70 on Amazon.

They should have probably been more active about not accepting that as a real 24-bit file, de Oliveira said.

More than 90 percent of the PonoMusic store is represented essentially by digital copies, or rips, of CDs, Botnick acknowledged to The Associated Press in an interview at his Ojai, California-based studio. To be fair, they're labeled as such. And those files are still in a higher category than AAC files or MP3s, which eliminate some sounds in the compression process.

But of the other albums on PonoMusic labeled higher-than-CD quality, Botnick says about 70 to 75 percent we know are real, meaning they've researched the recording history to verify the file has more information than just a CD rip or has some other quirk in the original recording justifying a mixed or lower resolution.

He said efforts are being made to further assure consumers of the provenance, or origins of recordings, and how they got to be labeled high-resolution.









It's a real fact-finding job and it's going to take some time to handle the thousands of albums in question, he said. Until then, it's a case of buyer beware, he said.

And while audiophiles may be aware of the rarified, often hard-to-detect benefits of the high-resolution files, average music lovers can easily over-value the claims made by backers, according to Mark Waldrep, a recording engineer, college professor and writer of the Real HD-Audio blog.

Studios are re-releasing older recordings in giant data containers that are sometimes barely merited, he says.

That conclusion was reinforced when he analyzed high-res Warner Music re-releases of Joni Mitchell's All I Want from the 1971 album Blue and Ain't No Way from Aretha Franklin's 1968 album Lady Soul, which The Associated Press bought from the PonoMusic store.

You're buying a container that's really 50-60 or even 70 percent zeroes. It's all empty information, he said. The frequencies you're buying up here are either all zeroes, or hiss, which contributes nothing to the enjoyment of the music, unless you're into hiss.

And very few, if any new albums, are being made in the super-high resolution specs that Pono is touting.

Giles Martin, the Grammy-winning producer of the Love soundtrack for The Beatles-Cirque du Soleil show in Las Vegas, says the highest fidelity he records at is 96 kHz, 24 bits, after which there's no benefit in boosting the playback specs. You can't upscale audio, he says. There's a compromise in having huge high-res files that don't sound any different than other ones.

From the record labels' point of view, part of the re-mastering process is simply to preserve aging analog tapes at the highest practical digital format. George Lydecker, a vice president of engineering and archiving at Warner Music, says a CD-specification release of Franklin's Lady Soul wouldn't have been as accurate a reproduction partly because placing a necessary filter at the lower frequency required by CDs creates some distortion. Instead, the 192 kHz, 24-bit file that was released is like standing in the studio live and hearing Aretha belt it out.

The album goes for \$17.99 on the PonoMusic store. A CD can be had for \$4.99 on Amazon.

While not all people will be able to hear a difference, some will.

For the first time, you can get the file (that was) approved by the mastering engineer in the studio, says Jim Belcher, Universal Music's vice president of technology and production. And for a lot of people that doesn't make sense. For a segment of the market that really cares about audio quality, they want that.

And that's the other thing. Even with a \$400 PonoPlayer or some other high-end playback device like a Sony Hi-Res Walkman or Astell and Kern AK100II, or even the latest smartphones from Samsung and Apple, audiophiles who want to hear the true benefits of high-resolution audio should also have headphones or speakers capable of playing back those high frequencies that only few humans can hear. In some cases, that could require a headphone amplifier.

John Siau, director of engineering at high-end equipment maker Benchmark Audio, argues that consumers are fooling themselves if they believe they can appreciate high-res audio without the proper high-end equipment.

There's no point in having high-resolution playback formats if your playback equipment can't even match CD quality, he says.





# NO MORE FEE: T-MOBILE'S NEW PHONE-UPGRADE PROGRAM EXPLAINED

T-Mobile is revamping its phone-upgrade program by eliminating a \$10-a-month charge for the most popular phones.

The wireless carrier shattered longstanding industry practices two years ago by eliminating two-year service contracts and letting customers upgrade phones before they are fully paid off. Customers had to pay \$10 a month to be eligible for the upgrade program, known as Jump. That's on top of monthly installments to cover the costs of the phone.

AT&T and Verizon soon followed with their own programs - without the monthly fee.

T-Mobile's new Jump On Demand program eliminates that \$10 Jump fee. Customers will be able to upgrade up to three times a year, which is more frequent than what rivals or T-Mobile's old program allow.





#### **HOW IT WORKS:**

Visit a T-Mobile retail store to buy a new phone and enroll, starting Sunday. The program isn't open yet to online orders or third-party retailers. Eligible phones are initially limited to Apple's iPhone 6 and 6 Plus, Samsung's Galaxy S6, S6 Edge and Note 4 and LG's G4. T-Mobile says these were chosen because customers of these phones tended to upgrade the most frequently.

Customers pay what they would have been charged previously under a monthly-installment plan. It's the full retail price of the phone divided into 24 payments - for example, \$28.33 for the S6 and \$31.24 for the 6 Plus. There's a \$15-a-month promotion for the iPhone 6, but more on that.

To get a new phone, just turn the old one in. It has to be in working condition. The monthly installment might change to reflect the price of the new model.



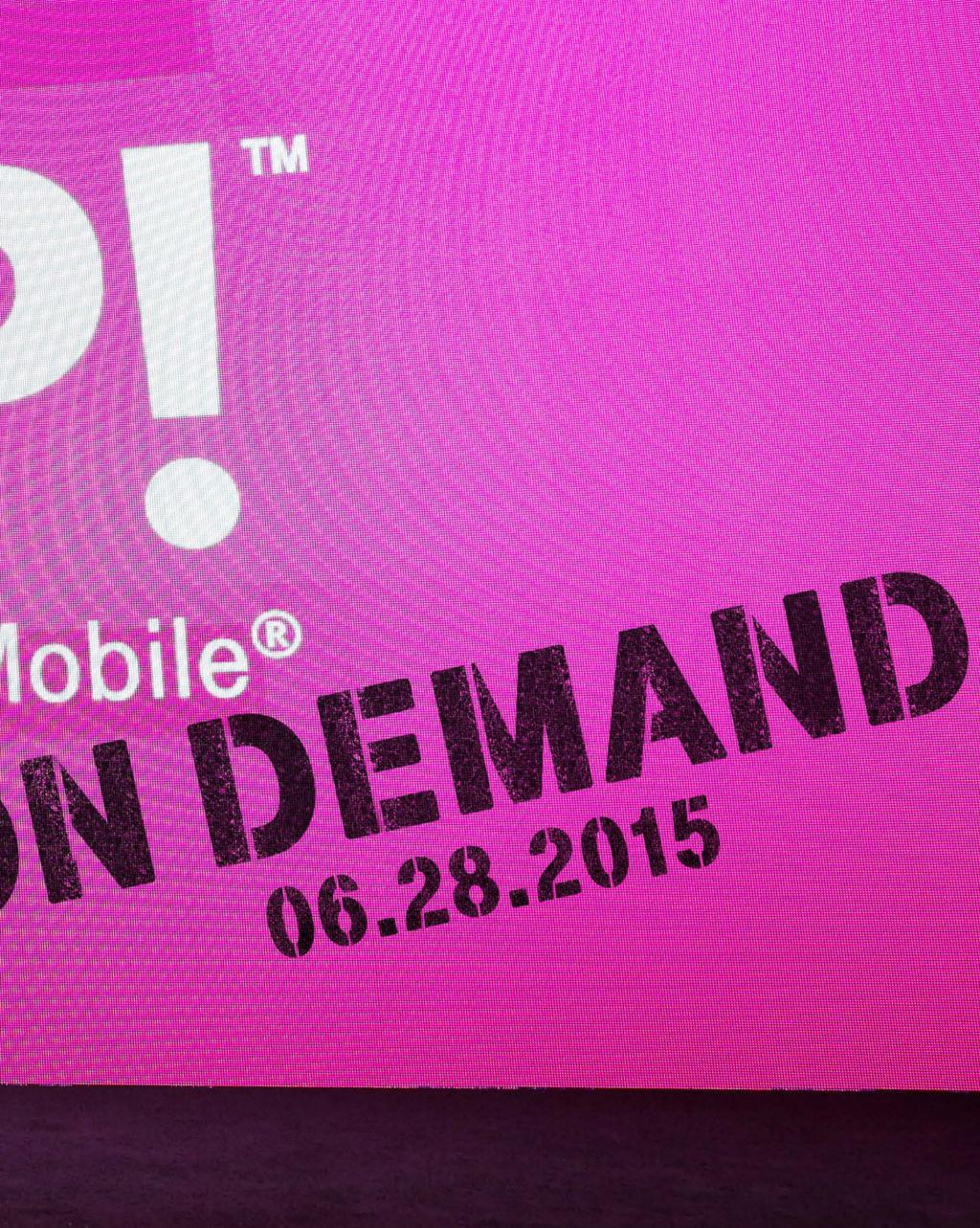


program. The \$10 fee will still apply for phones that aren't eligible.

Another change is how the installments work. Before, you made 24 monthly payments over two years. With Jump On Demand, you make payments for only 18 months, at which point you owe the remaining six payments at once (unless you turn in the device and cancel service then, or upgrade to a new phone). Few people will get to that point because the program is designed for those who upgrade frequently. The clock resets when you upgrade.

With the new program, the sales tax is also spread out as part of the monthly installments. Before, customers had to pay tax on the full cost of the device up front.







# **HOW IT COMPARES:**

Although T-Mobile pioneered the frequentupgrade program, it was behind AT&T and Verizon in offering the benefit without a separate monthly fee. Sprint does charge \$10, as T-Mobile still does with some phones. AT&T and Verizon never did.

However, T-Mobile's program is better in letting customers upgrade up to three times a year. That could be three times in the same month or once every four months.

Under T-Mobile's old program, customers had to wait a year, or make extra payments to cover half the full cost of the device. Sprint also has a one-year waiting period, or customers must pay all remaining installments. AT&T makes customers wait 12, 18 or 24 months, depending on how many months the installments are spread over.

Verizon essentially killed its early-upgrade option this month when it began requiring new customers to make all remaining payments before upgrading. As T-Mobile Chief Operating Officer Mike Sievert puts it, "That's just called buying a phone and then buying another phone."



# THE IPHONE PROMOTION:

Participants of Jump On Demand pay \$15 a month for the iPhone 6, rather than \$27.08 under the regular installment plan. However, customers must trade in their old, fully paid phones to be eligible. They wouldn't be able to get money back by reselling the device. After 18 months, customers pay \$164 to own the phone, rather than \$90 under the \$15-a-month rate. Still, that works out to \$434 for an iPhone 6, less than its regular retail price of \$650.

Apple will likely come out with new iPhone models in a few months, so the promotion offers a cheaper way to tide customers over until then.







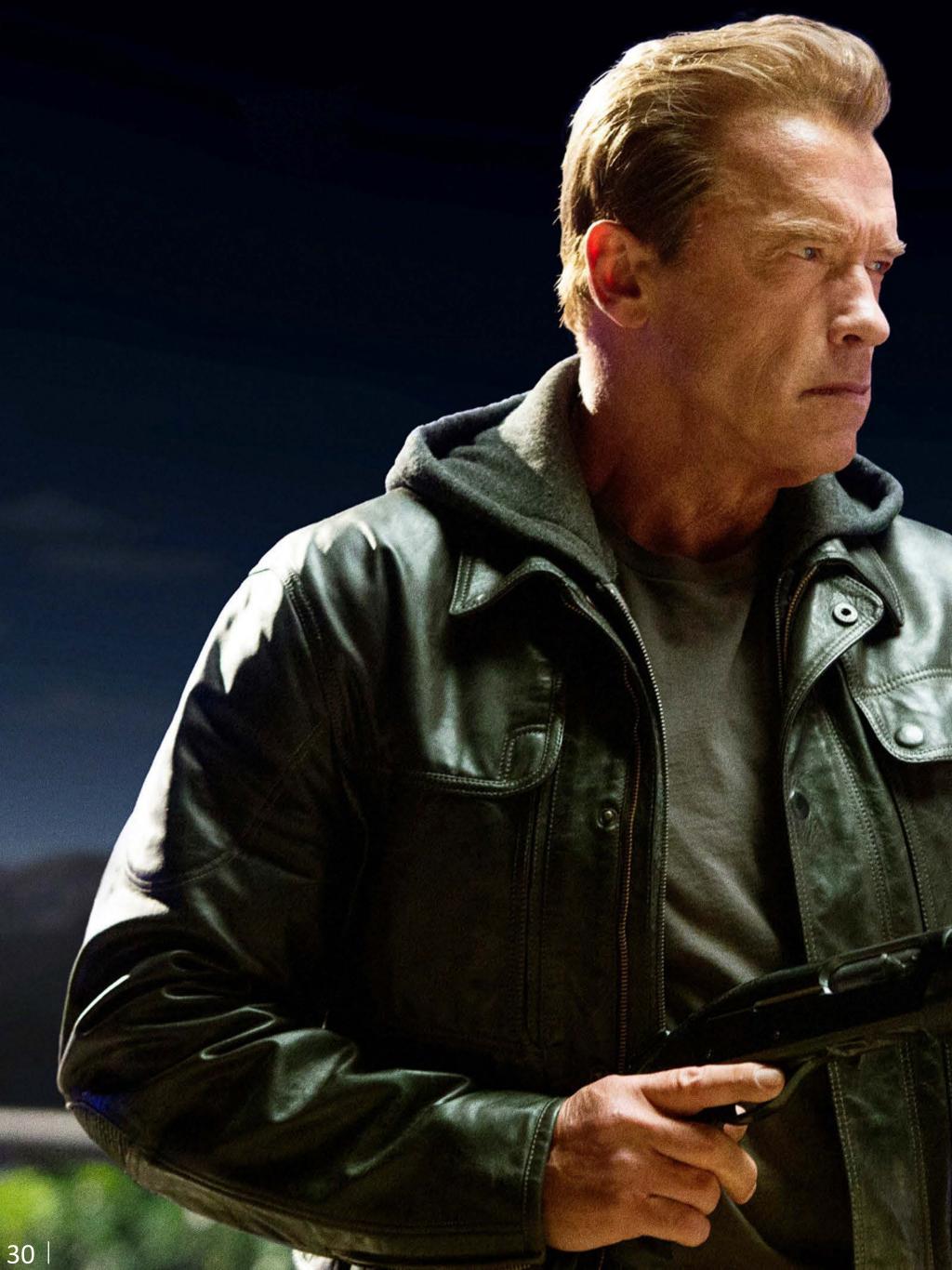


# ARNIE MAKES HIS MUCH-ANTICIPATED RETURN

Does the Terminator film franchise really need any introduction? It is by far one of the best-known and influential science fiction franchises in history, rivaling Star Wars and Mad Max. From its rather inconspicuous beginning in the 1980s, it has also helped to make its biggest star, Arnold Schwarzenegger, one of the most bankable forces in Hollywood. Fast-forward to 2015, and he's back in a new Terminator movie, Terminator Genisys, set for release on July 1 - and he isn't the only reason to take notice of this new theatrical installment.

# A LONG AND SUCCESSFUL SAGA

The entire Terminator franchise is huge, having long expanded from films to also encompass comics, novels and other cultural forms. It all began with the first film, The Terminator, in 1984 - in which Schwarzenegger played the eponymous character, who travels back in time from 2029 to kill Sarah Connor. The sequel, Terminator 2: Judgment Day, was released to huge critical and commercial success in 1991, but the two most recent theatrical additions to the franchise, Terminator 3: Rise of the Machines in 2003 and Terminator Salvation in 2009, have not replicated this success.







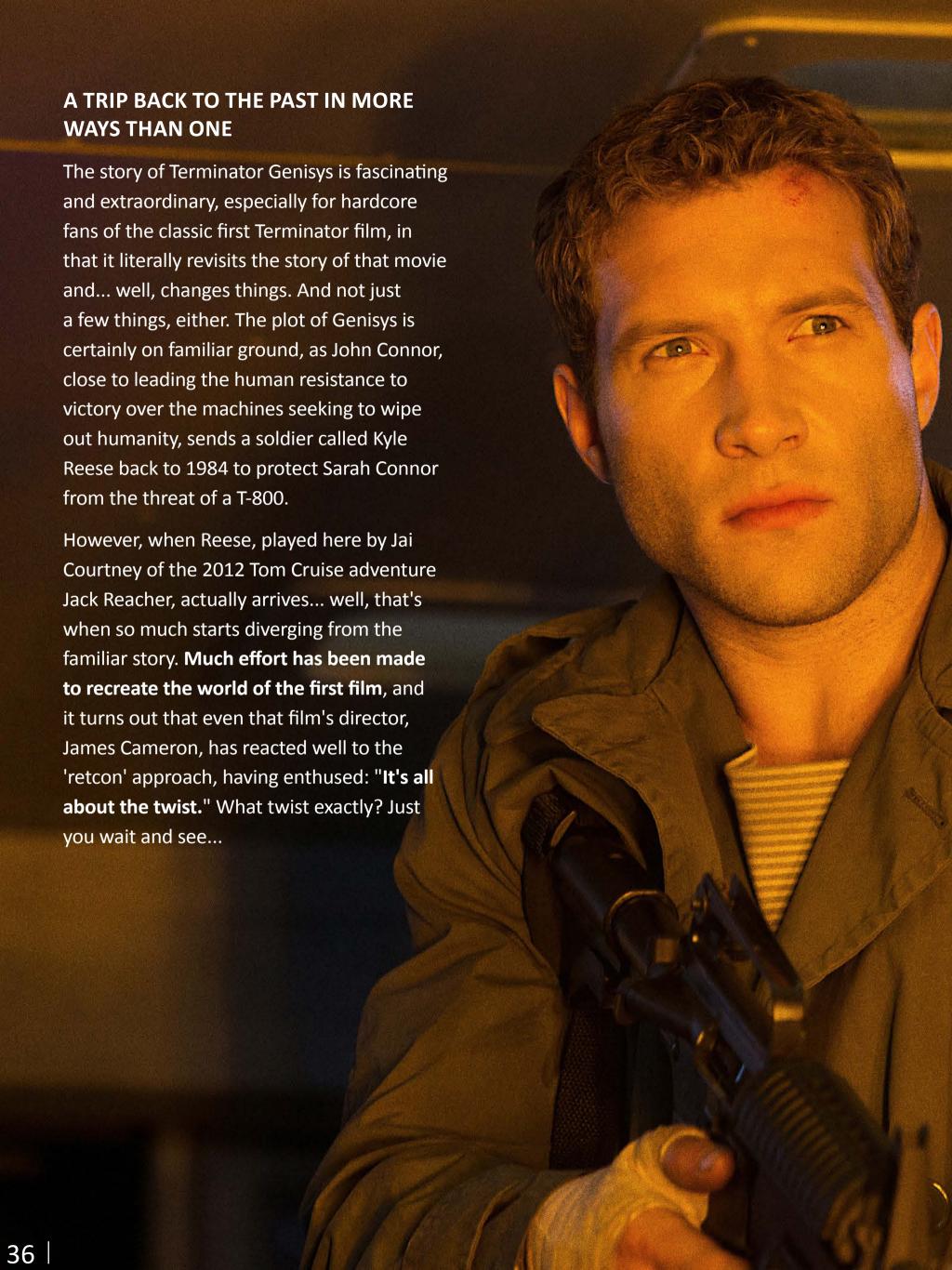
# MANY NEW FACES WITH A LOT OF PROMISE

For Genisys, Arnie is joined by many young actors who have attracted praise for their performances elsewhere, but are making their bows in a Terminator movie. These include Emilia Clarke, whose most high-profile role is Daenerys Targaryen in Game of Thrones and who plays a Sarah Connor very different to the one that we are all familiar with. Meanwhile, South Korean actor Lee Byung-hun depicts the memorably-threatening antagonist played by Robert Patrick in Terminator 2, the shape-shifting T-1000.

Another man making his Terminator debut is director Alan Taylor. As a matter of fact, Genisys is easily his highest-profile directorial project yet, surpassing the 2013 superhero sequel Thor: The Dark World. However, Taylor does have a long history of working on hugely successful television dramas, including Sex and the City, Game of Thrones, The Sopranos and Mad Men.



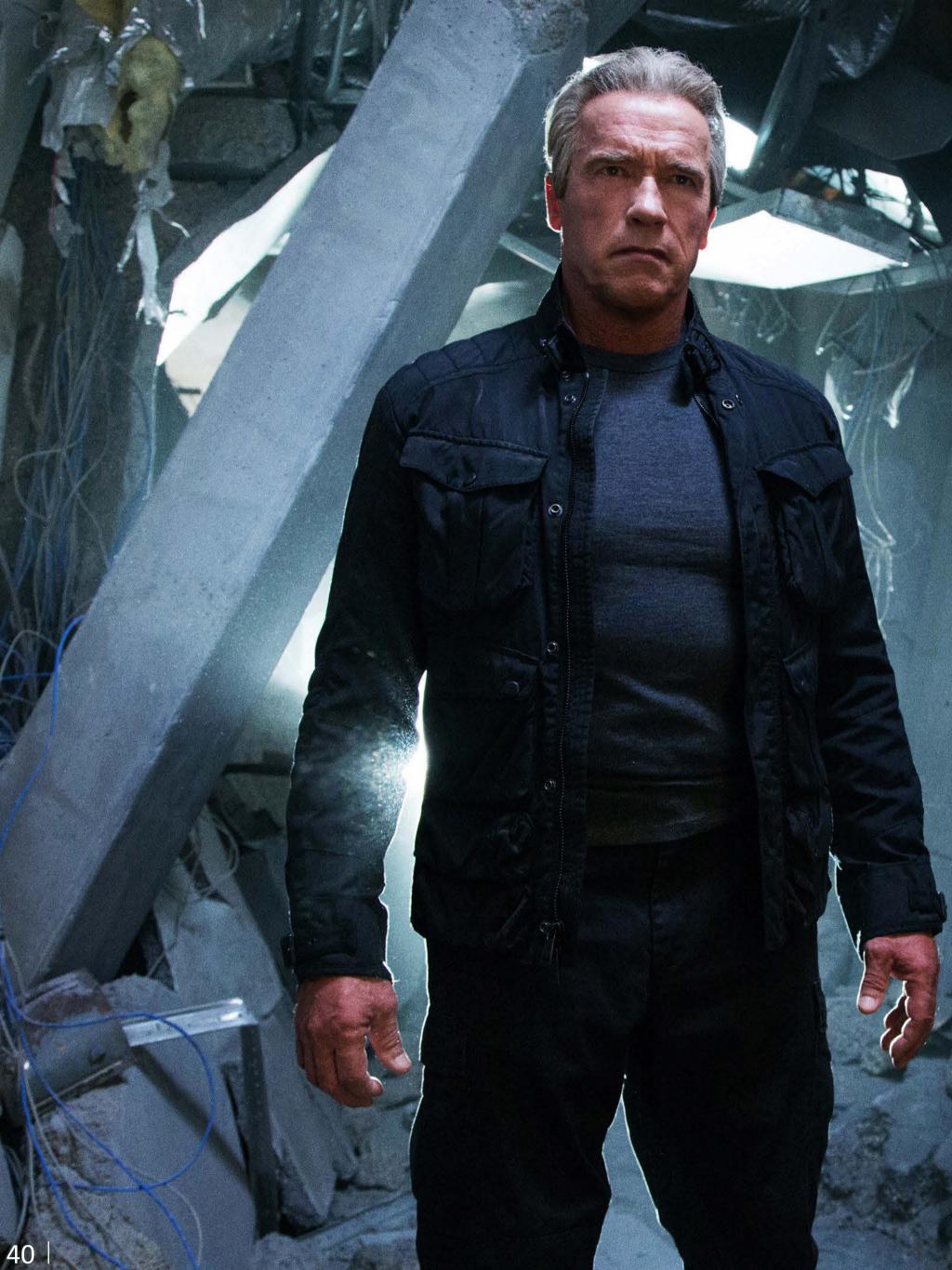












# Image: Melinda Sue Gordon

### **NOT ALTOGETHER POSITIVE REVIEWS**

It is impossible for us to proceed with discussion of Terminator Genisys without first acknowledging the very real differences between the early critical reviews and predictions of how it will fare at the box office. The professional writers... well, they haven't been sold on its merits so far, but the general public look set to carry it to handsome commercial success, as they have long done for both 'hits' and 'misses' in the franchise to date.

In rounding up the reviews, Tech Times writer Cameron Koch described the film as looking "completely bonkers. Judging from the trailers, the film seems to take what fans thought they knew about the franchise and spin that on its head. Maybe that's not a good thing." Among those to agree with such a sentiment was Variety's Justin Chang, who was unconvinced that John Connor's conversion into a villain was a good thing for the film. He commented: "The what-thehell invention of the first half gives way to a growing sense of desperation in the second, as our heroes find themselves running from one skirmish to the next, while the baddies keep showing up and finding new ways to say 'You can't win!' before going up in flames."

One might have imagined that even an iffy plot wouldn't be a barrier to a measure of critical acclaim for a Terminator film, just as long as it was compensated for by brilliant, bloody action. However, even that aspect of Genisys had its detractors, with some blaming its PG-13 rating, compared to the R rating of the series' first three films. Todd McCarthy of The Hollywood Reporter, for example, bemoaned how the film's "action scenes feel like diluted rehashes".



# THE PUBLIC, HOWEVER, LOOK SET TO LOVE IT

It appears that we will have a tight shootout for the honor of top dog at the box office this Independence Day weekend. Not only does Arnie's latest have fellow debutant Warner Bros.' Magic Mike XXL to think about, but there's also set to be stiff competition from two holdovers, Jurassic World from Universal and the Disney/Pixar latest, Inside Out. Three-day takings of between \$27m and \$30m are expected for each of them, making this a race truly too close to call.

Garnering pre-sales of around \$400k and with some 3,700 venues showing it, Genisys has got off to a solid start, despite the distraction that July festivities might bring around the country. It therefore remains to be seen whether Arnie can put memories of some less-than-stellar movies behind him and really reactivate his acting career with the 'bang' of number one status at the box office.





### THE MACHINES 'HAVE TAKEN OVER'

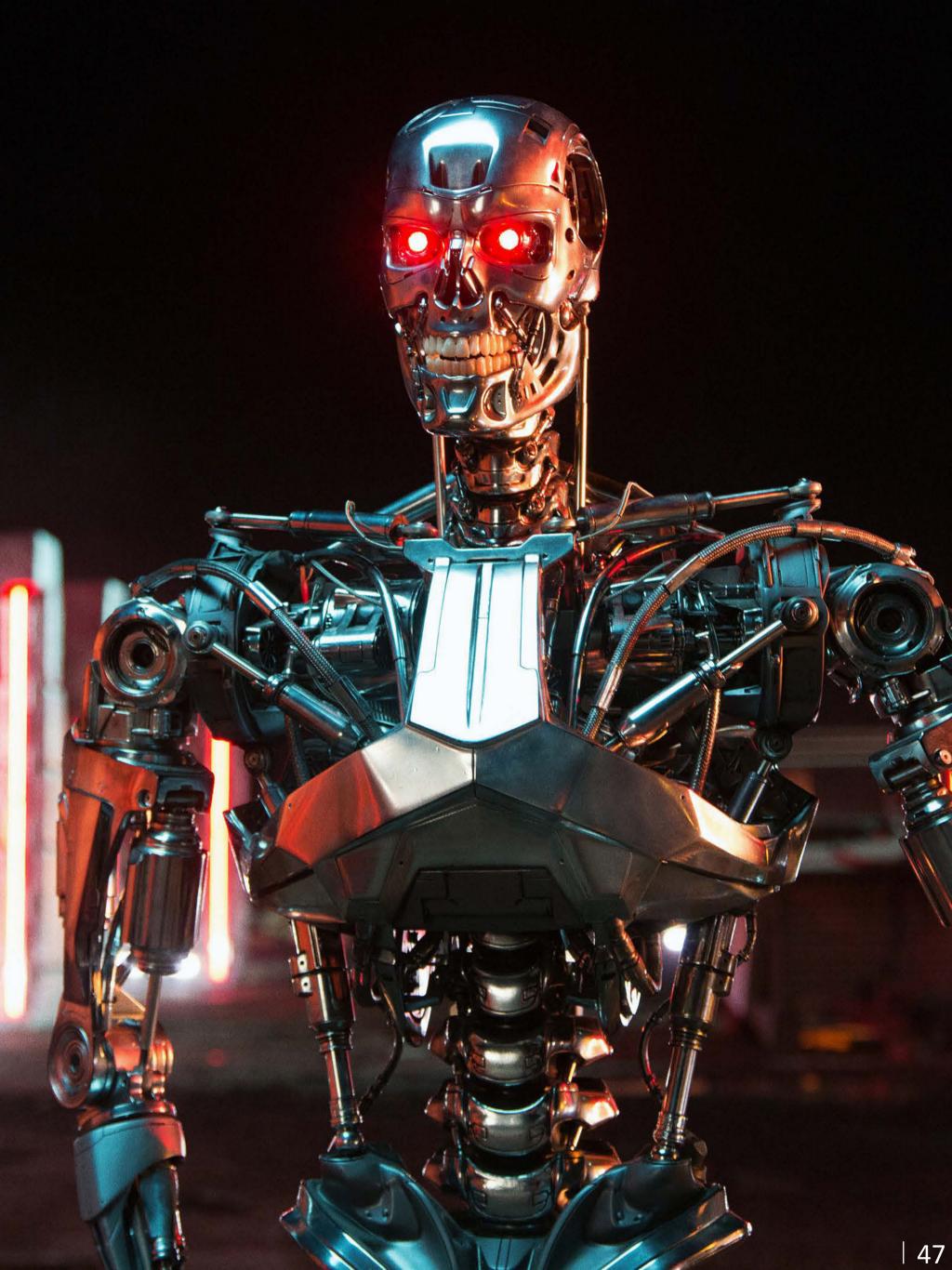
But what's the wider context of the Terminator story these days? For Schwarzenegger himself, there's no doubt of its modern significance, as he claimed that machines have now "taken over" in our everyday lives - in sharp contrast to the mere science-fiction that the series may have once represented. Describing Genisys as "the real world", he added that "Every responsibility from banking to the military to every single thing, the machines have taken over. The only thing that is missing, is them becoming self-aware. So that is around the corner, it's only a matter of time now."

It should be said that there isn't necessarily universal agreement from scientists themselves on whether the kind of artificial intelligence displayed in films like Terminator Genisys is really that close to becoming reality. Indeed, AI that poses a genuine existential threat could yet be many decades away, rather than "around the corner", if it ever comes to pass at all.

The debate on the role of machines in real life will doubtless rumble on. In the meantime, movies like Terminator Genisys will equally doubtless continue to provide food for thought - as well as good old-fashioned riproaring thrills and entertainment - for many years to come, even if not all of them win the unbridled affection of the critics.

by Benjamin Kerry & Gavin Lenaghan









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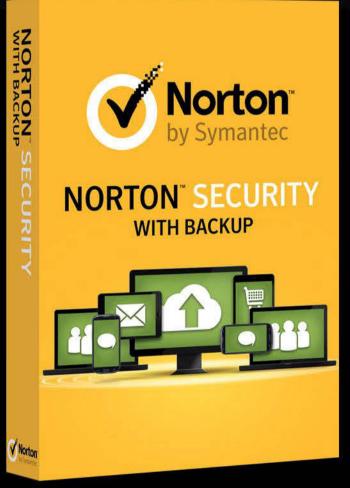
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# YOUR FACE ON YOUR ESPRESSO HIGHLIGHTS FROM TECH SHOW

Imagine staring deep into the foam of your favorite espresso drink and seeing a face looking back at you. Or how about using the charge in your fingers to clean your teeth

At the CE Week gadget show in New York this week, there were several standouts amid the sea of smartphone chargers and 3-D printers. Some are set to hit stores near you in the not-too-distant future.

Here's a look at some of the more fun and fabulous items on display

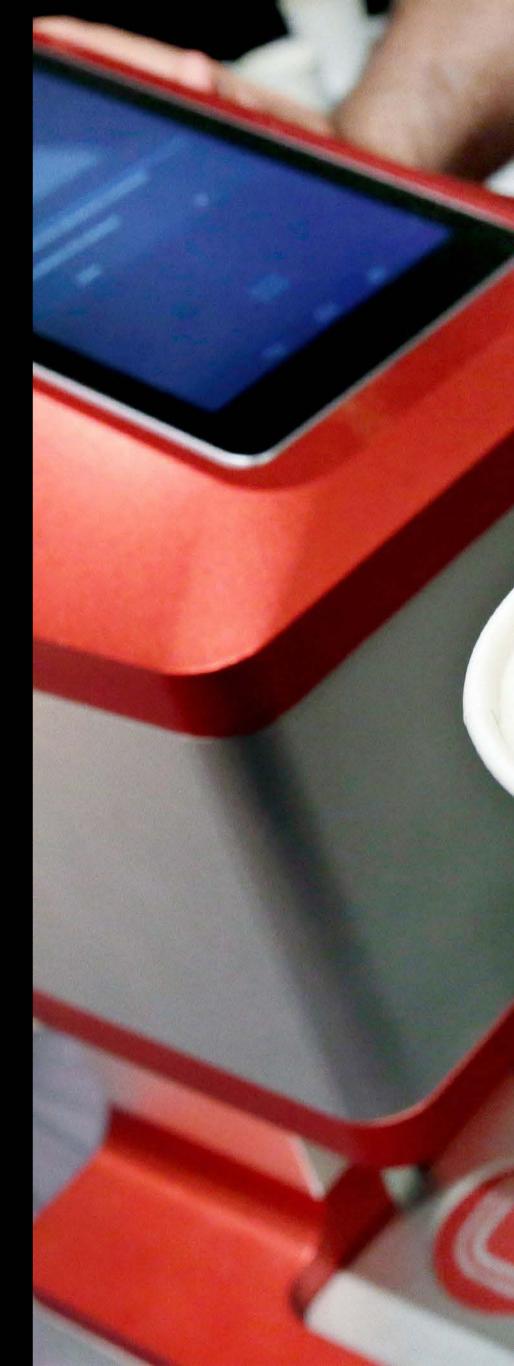
### **LUFTHANSA LATTES**

Ripples combines 3-D and ink-jet printer technologies to paint a picture on top of any foam-covered drink using coffee extract.

Baristas can choose a pre-loaded design or upload their own over Wi-Fi, such as a picture of the person receiving the drink, corporate logos or even jokes.

The Israeli company behind it, Stream CC, says it has a deal to introduce the machines in Lufthansa's first and business-class lounges this year.

The \$999 machine will be available to commercial establishments that serve coffee. Service plans start at \$75 per month.













### **CODING FOR KIDS**

Given the job possibilities down the road, it's never too early to start teaching your kids how to code.

Ozobot aims to do just that. By drawing lines in various colors, kids as young as 7 can tell the pingpong-ball-sized robot to do things like go forward, backward or spin around.

While the original Ozobot has been around for a while, an updated version is geared at older children. Rather than draw colored lines, kids program their Ozobot on a computer.

The new Ozobots sell for \$60 on Amazon. Older models, which sell for about \$50, can be upgraded to add the coding software for \$10.







### **BATTERY BOOSTER**

There's a lot of power in your little finger.

The Ionic ProClean toothbrush generates millions of ions negative by creating a circuit involving the moistened toothbrush and a person's palm or finger. According to the company, the completion of the circuit gets the ions flowing. The ions then polarize plaque fluid, causing a person's tooth enamel to repel it. This loosens and removes the plaque.

A small light on the brush indicates when this is happening. The brushes sell for about \$10.

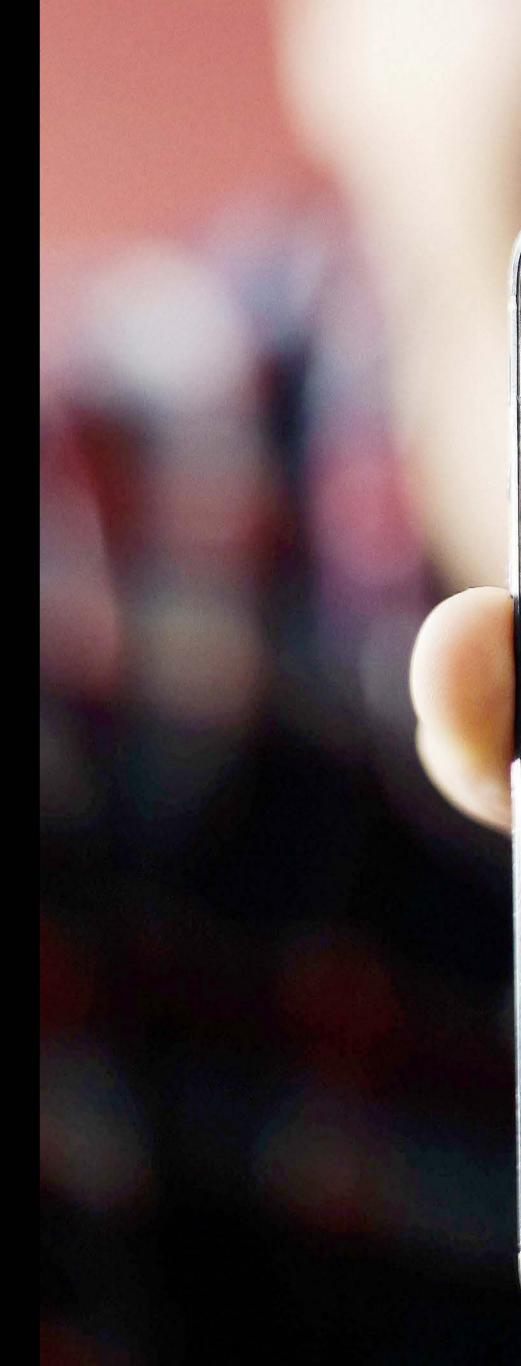


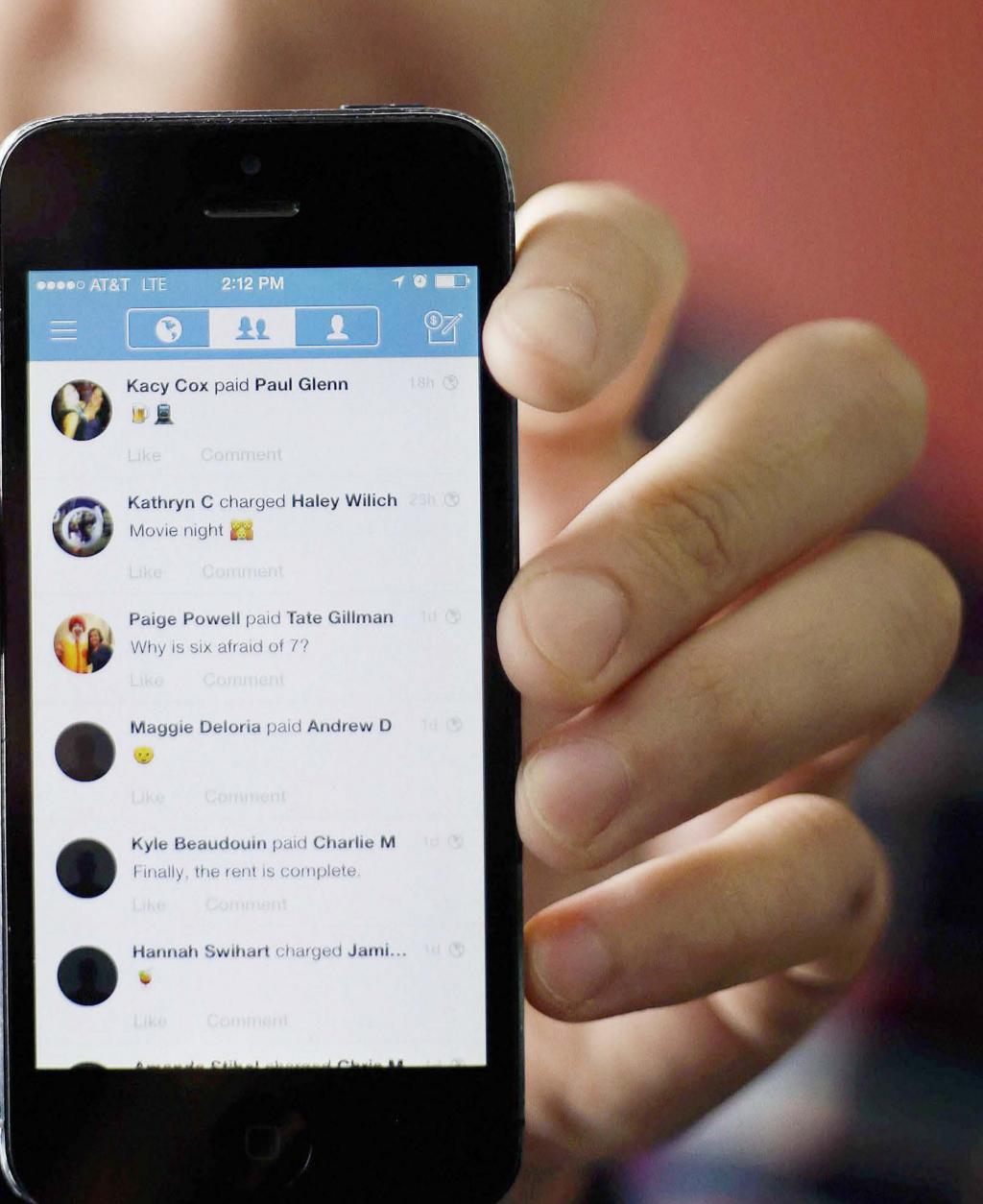
# NEED TO HIT FRIENDS UP FOR CASH? THERE'S AN APP FOR THAT

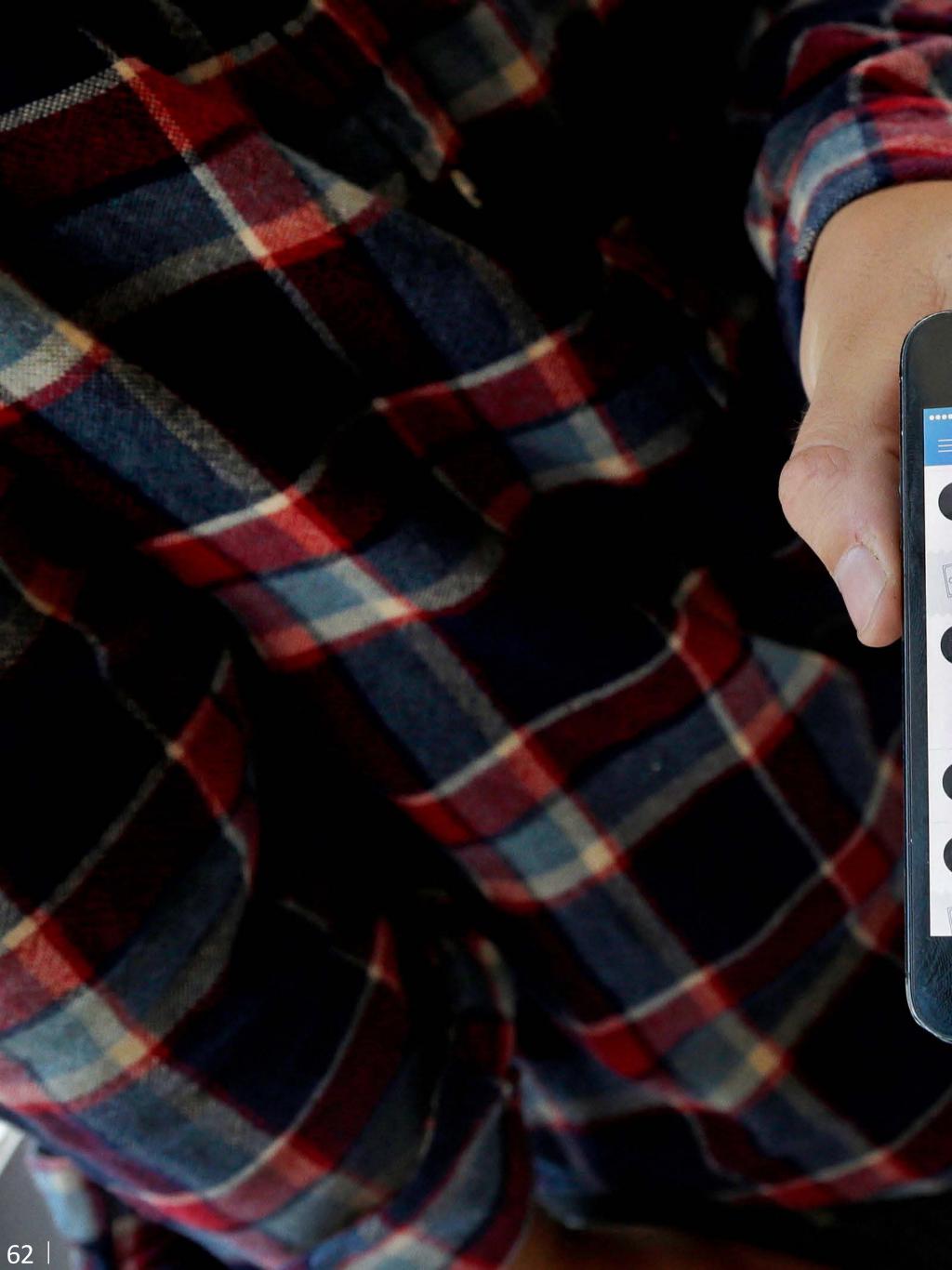
On a trip to Maine with four friends, Alexander Culbertson racked up \$1,300 on gas, hotel rooms, food and drinks.

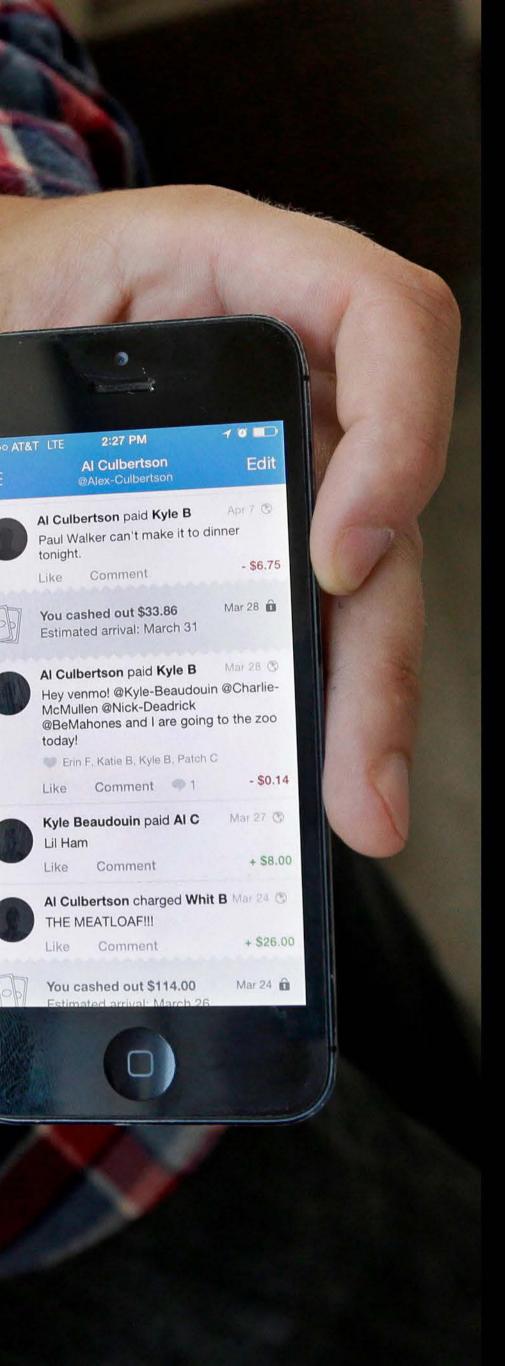
But instead of splitting all of the weekend's activities evenly throughout the trip, one person paid for everything. Then, later they all split the final bill using Venmo, an app that lets users pay with a tap and a text-like message.

"It would have been a nightmare for all of us to evenly split every transaction," says Culbertson, 26, a Boston advertising executive. "If you say `I'll grab beer and you grab the groceries,' things usually don't come out as planned. "This kept things easy."









Person-to-person mobile payment services like PayPal-owned Venmo are catching on as a way to bypass searching for an ATM or splitting a bill on multiple cards when the dinner check comes. And they're particularly popular among millennials, a generation that seems to have their own way of doing everything.

For Dan Callahan, 22, a digital marketing manager in Philadelphia, using Venmo means avoiding the awkward situation of nagging his roommate for rent since you can request payment via the app.

"I write the checks or pay online for our rent, utilities, and anything else, and at the end of each month, I total it all up and he sends me half," Callahan said. "And it's all free. Beats having to get ATM charges from my bank and dealing with cash!"

The services also are growing quickly: Venmo is seeing four times the growth this quarter as it did last year. The service processed \$2.4 billion in transactions in 2014 and \$1.3 billion last quarter alone. Similar services abound, including Snapcash on Snapchat and Square's Cashtags which can be used via tweet or text.

It's still just a sliver of total spending online - which Forrester predicts will reach \$334 billion in 2015. But the peer-to-peer payment services are catching on with some more quickly than so-called digital wallets like Apple Pay or Samsung Pay.

Rohan Gandhi, 24, a consultant in Washington, D.C., said when his friend lost a debit card while traveling with him in Cambodia, he was able to foot all the bills and then be "Venmo-ed" back instantly by his traveling companion.

"In terms of convenience, us twentysomethings are never without our phones, and the app is incredibly easy to navigate," he said.

The services link directly to your bank account, debit card, or credit card. (In Venmo's case,





it's free to link to your bank account or debit account but credit card transactions cost a 3 percent fee).

You first have to connect to other people who have signed up for the service. Then, you type in the amount you want to send someone, add a short message about what the payment is for, and hit send.

"I like the convenience of it - primarily that immediacy," said Sierra Davis, 25, a newspaper writer in Los Angeles.

Security works the same way it does for any app that stores your bank or card information. That means it might be accessible if someone steals your phone. And the fee for using credit cards discourages their use, even though credit cards are usually fraud-protected for anything over \$50, unlike some bank accounts and debit cards.

Cynthia Larose, chair of the privacy and security practice at the law firm Mintz Levin in Boston, said users should be cautious.

"These days you can't assume that any system is secure," she said. "If you're starting off using a system like this, I wouldn't use your main bank account."

Peer-to-peer services have security policies in place but they're not always as direct as dealing with a bank. Venmo, for example, says users aren't liable for more than \$50 of any unauthorized transfers they find, but only if they contact the company within two days after learning of the theft.

Still, for Davis, like many, the convenience outweighs security concerns.

"Security is always a concern when dealing with finances online. But I bank online, I make online purchases, I've used PayPal in the past without a problem. I have a password on my phone, in addition to the password on the app, and I keep a close eye on my finances and trust my bank,"





she said. "For my generation, money transfers like this are so familiar that it feels safe."

The messages that go along with the payments are a major attraction for many users. Venmo features a Twitter-like newsfeed that shows who your friends are paying and what they're paying for.

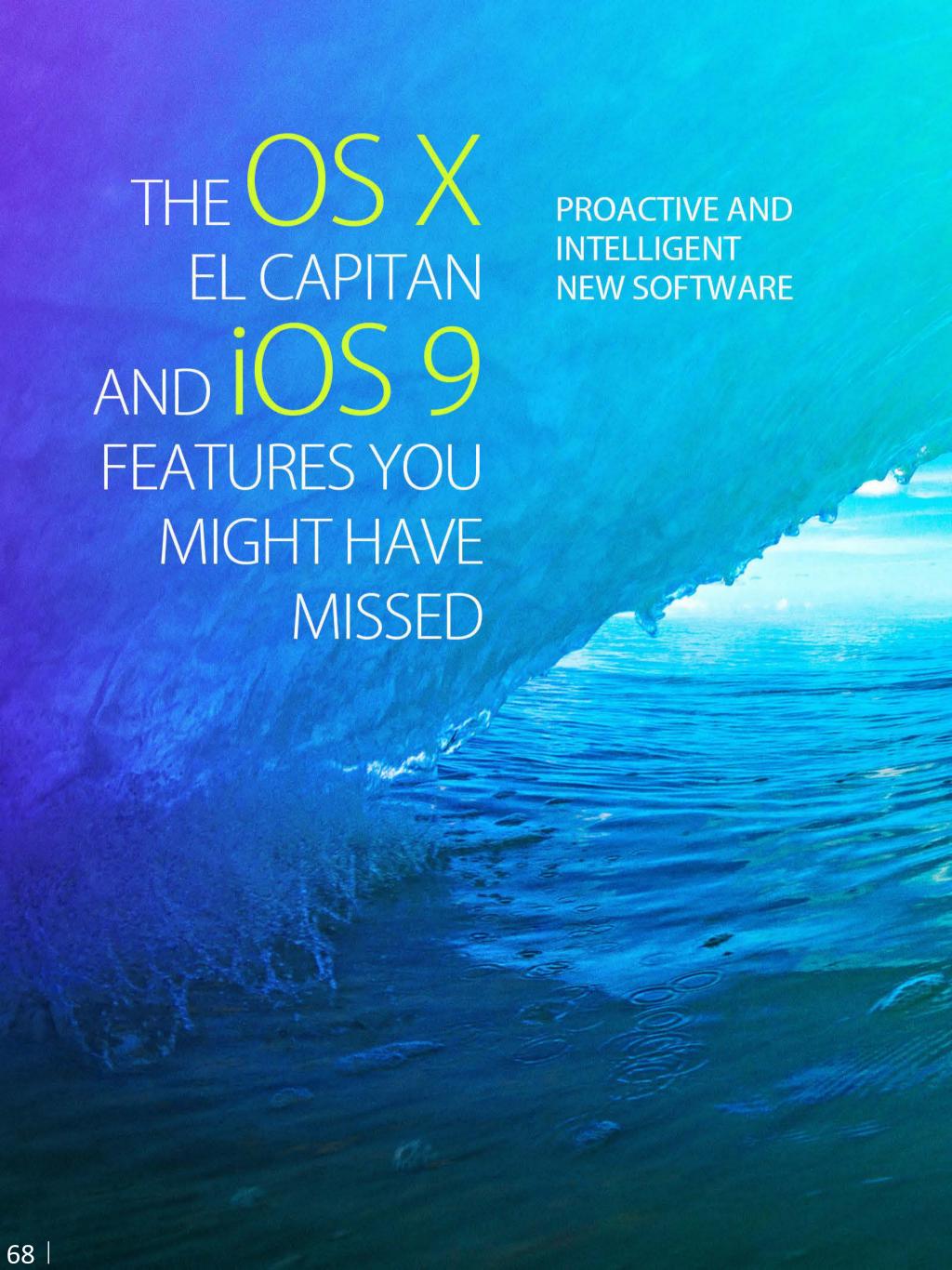
"I like how you can leave notes saying exactly what the transaction was for," said Jordyn Holman, 21, from Chicago. "People are fun with describing it, oftentimes using emojis like hamburgers and drinks to describe a meal that was Venmo-ed."

Peer-to-peer systems typically work only for people who are on the same system, and multiple systems have sprung up. Facebook recently jumped in the game with Facebook mobile payments, Square and PayPal have built up their own services, and banks have their own person-to-person, or P2P, services

The services, which are free or charge a nominal fee, don't make much money. PayPal's soon-to-be CEO Dan Schulman said the goal for Venmo is to eventually tie the app into PayPal's network of merchants and have more businesses accept Venmo. Currently, Papa John's accepts Venmo payments for Pizza and HBO accepted it for its pay-per-view blockbuster boxing match between Floyd Mayweather and Manny Pacquiao in May.

Adam Madaris, 22, a bank teller in Boulder, Colorado, hosted a party with his roommate for the Mayweather-Pacquiao fight and had attendees split \$99 pay-per-view cost via Venmo.

"I actually can't think of a single one of my friends who haven't used a service for making payments electronically, whether that's Venmo, Snapcash, Google wallets, or even my bank's P2P service," he said.





## DEVELOPERS HAVE BEEN DIGGING THROUGH THE BETA CODE

It has been a couple of weeks now since developers were first able to get their mitts on beta versions of the latest iterations of Apple's software for both iDevices and Macs - iOS 9 and OS X El Capitan. Each of them boast certain exciting features that were announced in the Cupertino firm's Worldwide Developers Conference (WWDC) keynote in early June. However, this article isn't about those. Instead, we're focusing on those features that weren't necessarily mentioned at all.

A few weeks is always a long time in the world of consumer technology - more than enough time for new innovative developments to see the light of day, or in the case of iOS 9 and OS X El Capitan, be uncovered, sometimes deep in code, by curious developers.

The overall picture of the latest software versions is of continual refinement and the introduction of subtle new features and perks to build on more drastic previous revamps.

There's a theme of Apple's latest software being more intelligent and proactive, for example, with iOS 9 making it possible for iPhones and iPads to learn user habits so that they can recommend relevant places, open apps before the user has even summoned them and generally just better guide users through their day-to-day lives.







# INTERESTING CLUES OF iPAD PRO AND A 21.5-INCH 4K iMAC

Surely the most exciting thing about the latest Apple software is the occasional hint that can be found of a whole new Apple product in the wings. Earlier in June, for instance, iOS developer Steven Troughton-Smith found out that iOS 9 beta's new iPad keyboard is able to scale to a larger size with rearranged keys, which is surely as strong an indication as any that the heavily-rumored 12.9-inch 'iPad Pro' will be with us sooner or later.

We even learned - with a little help from Taiwanese iOS developer Hiraku Wang - that such an enlarged tablet could boast a 2,732 x 2,048 pixel display at 264 PPI, based on Apple's @2x high-resolution modifier. This was almost exactly the kind of display that the research firm DisplaySearch said was under development back in January.

But OS X El Capitan held plenty of its own intriguing clues as to forthcoming Apple hardware - namely a 4K variant of the 21.5-inch iMac and a Bluetooth Remote Control.

Buried in the new Mac software's beta code is a reference to Mac support for a new Apple-made 4096 x 2304 resolution display panel. Although a 5K display is presently offered for the bigger and costlier 27-inch iMac, upgrading the smaller screen to a 4K resolution seems like a logical step - and there would certainly be space in Apple's current iMac lineup for such an offering.

Simply further affirming the impression that a 4K iMac is in the pipeline is a mention in







the code of the Intel Iris Pro Graphics 6200 chipset, a Broadwell-integrated processor that was only recently launched and would be perfectly suitable for such a machine.

As for the Bluetooth Remote Control, that was seemingly confirmed by the presence within El Capitan of a file by the name of AppleBluetoothRemote.kext. It was scanned by the 9to5Mac site, which suggested from the findings that such new hardware could combine a dedicated Bluetooth wireless chip - capable of connecting with devices via an infrared sensor - with a Multi-Touch trackpad offering support for inertial scrolling.

# A WEALTH OF OTHER OS X FEATURES

It wouldn't be right for us to not give you a run-through of the other new OS X El Capitan features that weren't given much of an airing - or necessarily one at all - before now.

From Mail and Safari tweaks to a beefedup Spotlight search and a new split screen feature for using multiple full-screen apps at once, there's a lot to get excited about.

Safari, for example, now makes it easier to kill ads that have started playing audio without your say-so. If a given tab has audio playing, a speaker icon will appear next to the title, with a similar one showing up in the location bar, so pulling up the at-fault tab and closing it is as easy as you like. You've also now got the ability to 'pin' - or keep open - favorite websites in the background, so that you can leave them continually updating over the course of the day. That latter feature

especially sounds like one that you Facebook addicts out there will be making heavy use of.

Another fine new feature for OS X El Capitan is an AirPlay button on certain compatible web video players, enabling the video to be sent directly to your Apple TV. Elsewhere, the Mail app has been given a few new features, users now able to trash or mark as read their messages via a simple swipe. The improved Notes app, meanwhile, has already attracted acclaim as a potential "Evernote killer" on account of its checklist, image and web link embedding abilities, while the Spotlight search function now comes with sports and weather information.









# **IOS HAS JUST BECOME EVEN MORE USEFUL**

If we haven't mentioned OS X El Capitan's new split view for full-screen apps in much detail above, that may just be because it makes more sense on the iPad. 9to5Mac writer Mike Beasley questioned the usefulness of such a feature for iMac users, commenting that "There has never been anything holding users back from putting two, three, or any other number of windows next to each other on the screen in any configuration they want."

Look to iOS 9, however, and its new multitasking features could be something of a game-changer for the iPad's productivity credentials - especially the ability that the iPad Air 2 now has to run two apps simultaneously. Indeed, many of the new iOS 9 features mimic equivalents in OS X El Capitan, the Notes app and Search function having come in for much the same TLC.

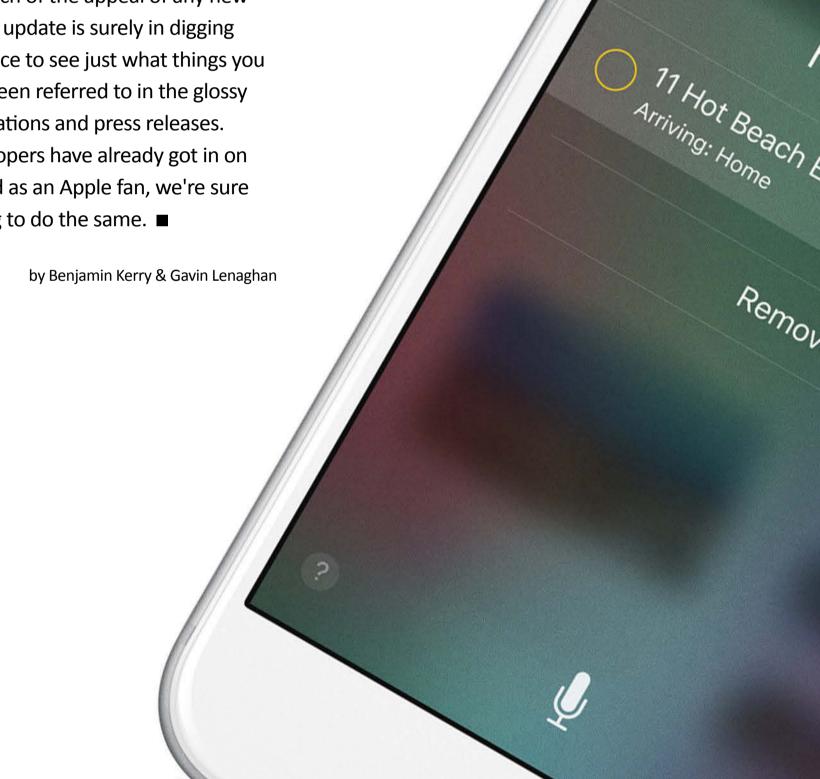
The keyboard is another aspect of the iDevice software that has been notably altered, although many of its new design and function aspects went unannounced at WWDC. These include new text selection features that allow you to, for example, move the cursor by dragging two fingers around the keyboard. You can also now perform a two-finger tap to select the closest word or highlight a complete block of text.

Another easily-missed new iOS 9 feature is a Notification Center widget that shows you the battery life of connected devices such as the Apple Watch.

# PLENTY OF TIDBITS TO EXPLORE

The above is by no means an exhaustive list of all of the new perks that the most recent Mac and iDevice software releases throw up. Nonetheless, it should give you a taste of how the latest iterations of the ever-popular operating systems still offer much new and interesting to discover, even if they aren't the comprehensive top-to-bottom revamps that past versions have been.

In any case, much of the appeal of any new Apple software update is surely in digging under the surface to see just what things you may not have seen referred to in the glossy launch presentations and press releases. Plenty of developers have already got in on that action, and as an Apple fan, we're sure you'll be itching to do the same. ■





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# 5 WAYS AIRLINES ARE ACTUALLY MAKING FLYING BETTER



bags is a fact of life on most airlines. But until recently, only Alaska Airlines thought the extra money should guarantee passengers something in return. Since 2010, the airline has promised that suitcases will be on the carousel within 20 minutes of the plane arriving at the gate. If not, passengers get a \$25 voucher for a future flight or 2,500 bonus frequent flier miles. Delta Air Lines copied that policy this year, offering 2,500 bonus miles to existing members of its frequent flier program - but no voucher. Act quickly: Alaska requires you to reach out within two hours of arrival; Delta within three days. And ultimately it's your stopwatch against the

airlines' - they are the final arbiter of tardiness.

- Suitcase delivery. Speaking of luggage, you can skip the baggage carousel and have your bags delivered straight to your home, office, hotel or any other location within 40 miles of the airport. Yes, the airlines do charge an extra \$30 for one bag, \$40 for two or \$50 for up to eight suitcases. But for some travelers it is worth that extra price. And the bags are supposed to show up within four to six hours. Alaska, American, Delta, JetBlue, Southwest and United offer this service through an outside vendor, Bags VIP.
- Streaming video. Airlines are providing more ways for passengers to be entertained - or at least distracted from the cramped space. The latest innovation: the ability to stream movies and TV shows directly to our tablets and smartphones. Yes, some content does cost money, but there are plenty of free offerings. Alaska, American, Delta, JetBlue, Southwest and United all offer such a service on some but not all - of their planes. Your best bet to be entertained is on Delta, which offers the service on all but its 50-seat domestic regional jets and on more than half of its international fleet, and on Southwest, which has it on 80 percent of its jets - basically the newest ones. American only offers streaming on jets without individual TVs; United has the service on just 30 percent of its flights. Passengers may also encounter a lack of electrical plugs to charge all these extra devices. Airlines are working to get each passenger their own plug or USB port but they aren't moving fast enough.









# TOP Free Apps



#### #01 - Fallout Shelter

By Bethesda Softworks LLC

Category: Games

Requires iOS 7.0 or later. Compatible with iPhone, iPad, and iPod touch.

This app is optimized for iPhone 5, iPhone 6, and iPhone 6 Plus.



#### #02 – Facebook Messenger

By Facebook, Inc.

Category: Social Networking

Requires iOS 7.0 or later. Compatible with iPhone, iPad, and iPod touch. This app is optimized for iPhone 5, iPhone 6, and iPhone 6 Plus.



#### #03 – Facebook

By Facebook, Inc.

Category: Social Networking

Requires iOS 7.0 or later. Compatible with iPhone, iPad, and iPod touch. This app is optimized for iPhone 5, iPhone 6, and iPhone 6 Plus.



#### #04 – YouTube

By Google, Inc.

Category: Photo & Video

Requires iOS 6.0 or later. Compatible with iPhone, iPad, and iPod touch. This app is optimized for iPhone 5.



#### #05 - Instagram

By Instagram, Inc.

Category: Photo & Video

Requires iOS 6.0 or later. Compatible with iPhone, iPad, and iPod touch. This app is optimized for iPhone 5, iPhone 6, and iPhone 6 Plus.



# #06 – Snapchat

By Snapchat, Inc.

Category: Photo & Video

Requires iOS 6.0 or later. Compatible with iPhone, iPad, and iPod touch. This app is optimized for iPhone 5.



#### #07 – Pandora Radio

By Pandora Media, Inc.

Category: Music

Requires iOS 6.0 or later. Compatible with iPhone, iPad, and iPod touch. This app is optimized for iPhone 5, iPhone 6, and iPhone 6 Plus.



#### #08 – Netflix

By Netflix, Inc.

Category: Entertainment

Requires iOS 7.0 or later. Compatible with iPhone, iPad, and iPod touch. This app is optimized for iPhone 5, iPhone 6, and iPhone 6 Plus.



#### #09 – Layout from Instagram

By Instagram, Inc

Category: Photo & Video

Requires iOS 7.0 or later. Compatible with iPhone, iPad, and iPod touch. This app is optimized for iPhone 5, iPhone 6, and iPhone 6 Plus.



#### #10 – Google Maps

By Google, Inc.

Category: Navigation

Requires iOS 7.0 or later. Compatible with iPhone, iPad, and iPod touch. This app is optimized for iPhone 5, iPhone 6, and iPhone 6 Plus.



#### #01 – OS X Yosemite



## #02 – Slack



#03 – Dr. Cleaner
By Trend Micro
Category: Utilities



### #04 – Xcode



## #05 – App for Instagram



## #06 - Microsoft Remote Desktop

By Microsoft Corporation
Category: Business
Compatibility: OS X 10.7 or later, 64-bit processor



#### #07 – Microsoft OneNote



### #08 – Evernote



## #09 – Kindle



#### #10 – The Unarchiver

By Dag Agren Category: Utilities





Mac OS X





#### #01 - Minecraft - Pocket Edition

By Mojang

Category: Games / Price: \$6.99

Requires iOS 5.1.1 or later. Compatible with iPhone, iPad, and iPod touch.

This app is optimized for iPhone 5.



## #02 - Heads Up!

By Warner Bros.

Category: Games / Price: \$0.99

Requires iOS 6.0 or later. Compatible with iPhone, iPad, and iPod touch.

This app is optimized for iPhone 5.



#### **#03 – Dark Sky**

By Jackadam

Category: Weather / Price: \$3.99

Requires iOS 7.0 or later. Compatible with iPhone, iPad, and iPod touch.

This app is optimized for iPhone 5, iPhone 6, and iPhone 6 Plus.



#### #04 - Plague Inc.

By Ndemic Creations

Category: Games / Price: \$0.99

Requires iOS 4.3 or later. Compatible with iPhone, iPad, and iPod touch.

This app is optimized for iPhone 5.



#### #05 - NOAA Radar Pro

By IAC Search & Media Europe Ltd.

Category: Weather / Price: \$1.99

Requires iOS 7.0 or later. Compatible with iPhone, iPad, and iPod touch.

This app is optimized for iPhone 5, iPhone 6, and iPhone 6 Plus



## #06 – NBA JAM by EA SPORTS™

By Electronic Arts

Category: Games / Price: \$0.99

Requires iOS 6.0 or later. Compatible with iPhone, iPad, and iPod touch.

This app is optimized for iPhone 5, iPhone 6, and iPhone 6 Plus.



#### #07 – TexMoji

By C O Holdings LLC

Category: Utilities / Price: \$1.99

Requires iOS 8.3 or later. Compatible with iPhone, iPad, and iPod touch.

This app is optimized for iPhone 5, iPhone 6, and iPhone 6 Plus.



#### #08 – Facetune

By Lightricks Ltd.

Category: Photo & Video / Price: \$3.99

Requires iOS 6.0 or later. Compatible with iPhone 4, iPhone 45, iPhone 5, iPhone 5c, iPhone 6, iPhone 6 Plus, iPad, and iPod touch. This app is optimized for iPhone 5,

iPhone 6, and iPhone 6 Plus.



### #09 - Geometry Dash

By RobTop Games AB

Category: Games / Price: \$1.99

Requires iOS 5.1.1 or later. Compatible with iPhone, iPad, and iPod touch.

This app is optimized for iPhone 5.



# #10 – Minute Workout Challenge

By Fitness Guide Inc

Category: Health & Fitness / Price: \$2.99

Requires iOS 6.0 or later. Compatible with iPhone, iPad, and iPod touch.

This app is optimized for iPhone 5.



#### **#01 – AntiVirus Sentinel Pro**

By Calin Popescu Category: Utilities / Price: \$9.99 Compatibility: OS X 10.7 or later, 64-bit processo



### #02 - GarageBand

By Apple Category: Music / Price: \$4.99 Compatibility: OS X 10.9 or later



#### #03 – OS X Server

By Apple Category: Utilities / Price: \$19.99 Compatibility: OS X 10.9.5 or late



### #04 – Affinity Designer

By Serif Labs
Category: Graphics & Design / Price: \$39.99
Compatibility: OS X 10.7 or later, 64-bit processor



#### #05 - Fantastical 2

By Flexibits Inc.
Category: Productivity / Price: \$39.99
Compatibility: OS X 10.10 or later, 64-bit processor



# #06 – FaceTime

By Apple Category: Social Networking / Price: \$0.99 Compatibility: OS X 10.6.6 or later



## #07 – Logic Pro X

By Apple
Category: Music / Price: \$199.99
Compatibility: OS X 10.8.4 or later, 64-bit processor



### #08 – 1Password

By AgileBits Inc. Category: Productivity / Price: \$34.99 Compatibility: OS X 10.10 or later, 64-bit processor



### #09 – Final Cut Pro

By Apple Category: Video / Price: \$299.99 Compatibility: OS X 10.10.2 or later, 64-bit processor

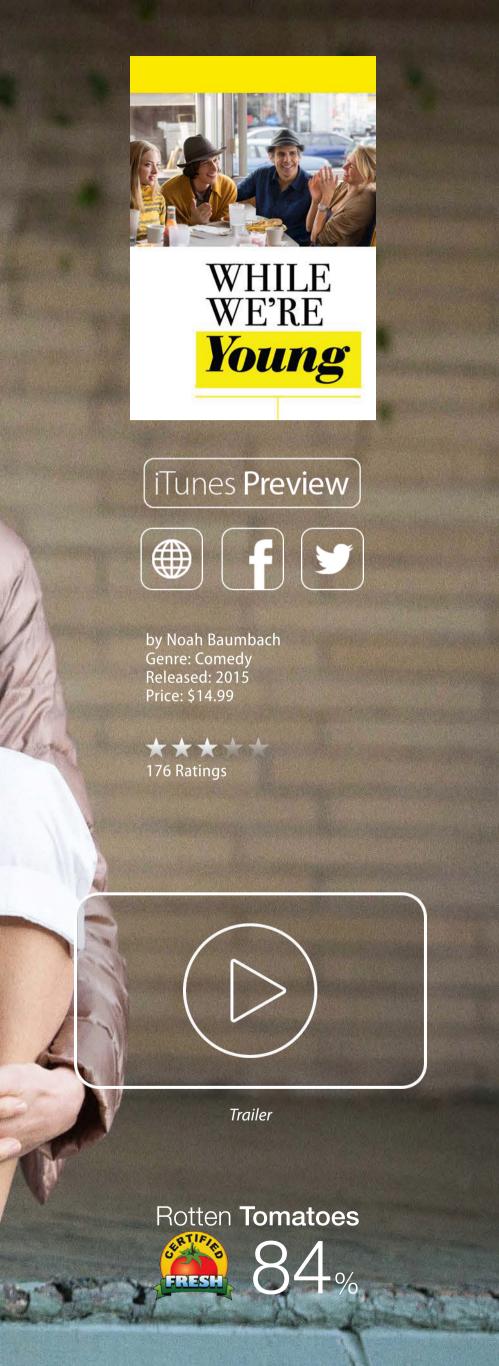


#### #10 - BetterSnapTool

By Andreas Hegenberg Category: Productivity / Price: \$1.99 Compatibility: OS X 10.6 or later, 64-bit processor







# Manglehorn

There's seemingly something missing in the lives of the middle-aged, but otherwise happily married creative New Yorkers Josh (Ben Stiller) and Cornelia Srebnick (Naomi Watts). They get a sniff of what that 'something' could be when they encounter the free-spirited young couple Jamie (Adam Driver) and Darby (Amanda Seyfried), in this openly funny cross-generational comedy.

# **FIVE FACTS:**

- **1.** While We're Young is written, produced and directed by Noah Baumbach.
- 2. It was screened in the Special Presentations section of the 2014 Toronto International Film Festival.
- **3.** Other members of the cast include Charles Grodin, Brady Corbet, Ryan Serhant and Maria Dizzia.
- 4. Shooting took place in September 2013 in New York City.
- **5.** James Murphy **composed the film's score**.



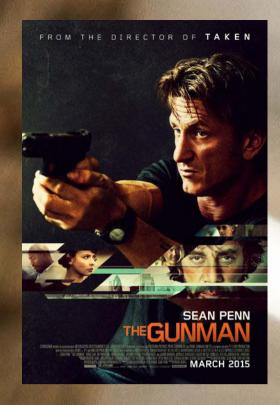


# The Gunman

One of this generation's greatest actors, Sean Penn, takes on the true 'tough guy' role of exsoldier Jim Terrier, who is forced to disappear after carrying out an assassination in the Congo. Fast-forward eight years, and his past is catching up with him, as he tries to find his former colleagues to discover the reasons for his predicament.

# **FIVE FACTS:**

- **1.** Penn is joined on the cast by the likes of Jasmine Trinca, Javier Bardem, Ray Winstone and Mark Rylance.
- 2. The film is based on the 1981 Jean-Patrick Manchette novel, The Prone Gunman.
- 3. Principal photography took place in the spring of 2013 in various European locations.
- **4.** Marco Beltrami composed music for the film.
- **5.** The movie grossed \$10,664,749 at the box office.



iTunes Preview







by Pierre Morel Genre: Action & Adventure Released: 2015 Price: \$14.99

★★ 58 Ratings













# Dreams Worth More Than Money Meek Mill

The Philadelphia native had to delay the release of his second studio album from September due to the revocation of his bail, which led to a three to six month jail sentence. However, the finished project appears to have been worth the wait, with Future, Drake, Diddy, The Weeknd and Nicki Minaj just some of the represented guest talents.

# **FIVE FACTS:**

- **1.** Meek Mill is the stage name of Robert Rahmeek Williams.
- **2.** He released his debut studio album, Dreams and Nightmares, in 2012.
- **3.** He is the boyfriend of Minaj, who appears on the new single "All Eyes On You".
- 4. Mill has said that the title of Dreams Worth More Than Money was inspired by his realization that there is more to the music industry than wealth.
- **5.** Other artists featured on the album include Chris Brown, Swiss Beatz and Rick Ross.







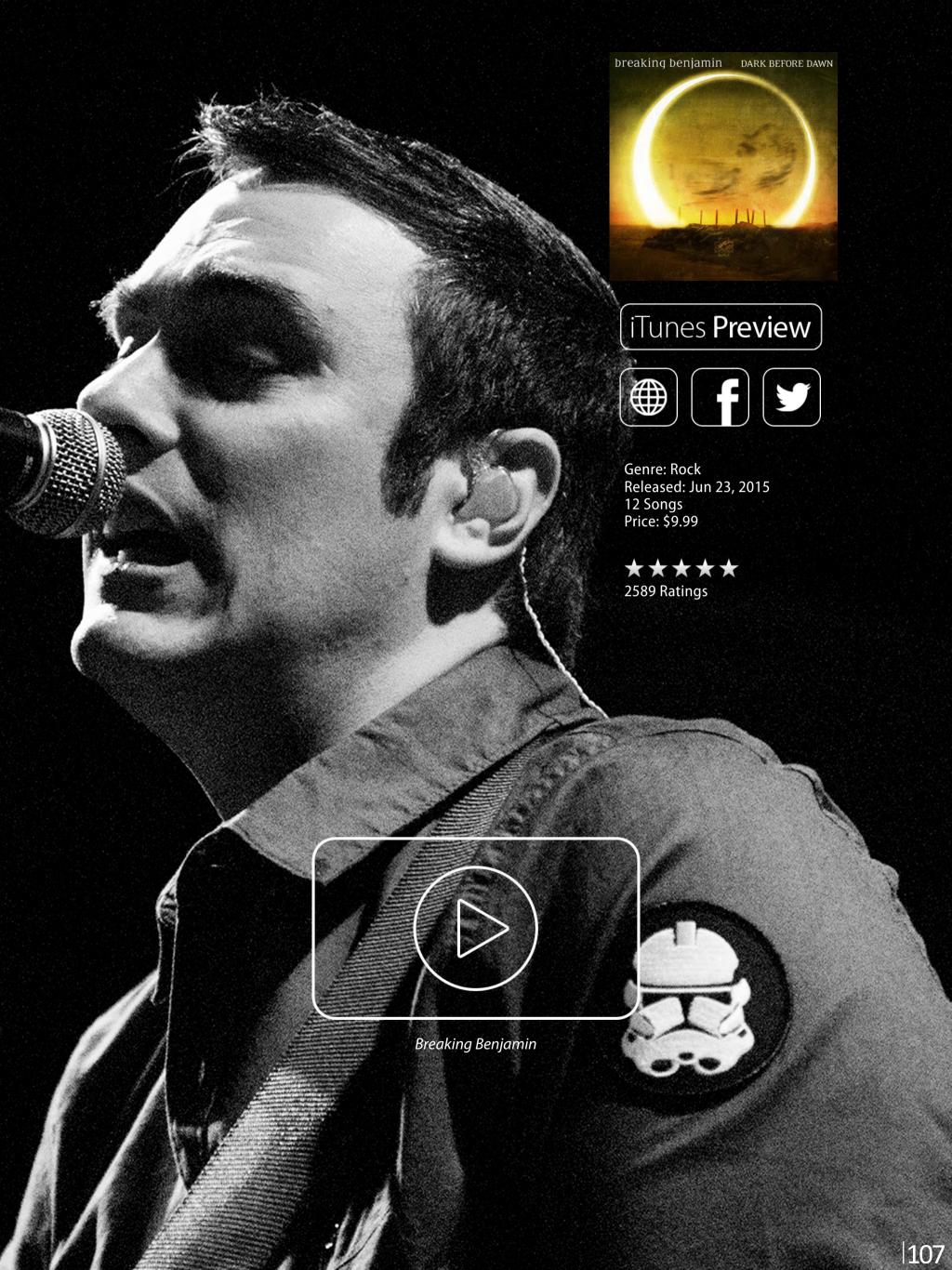
# Dark Before Dawn Breaking Benjamin

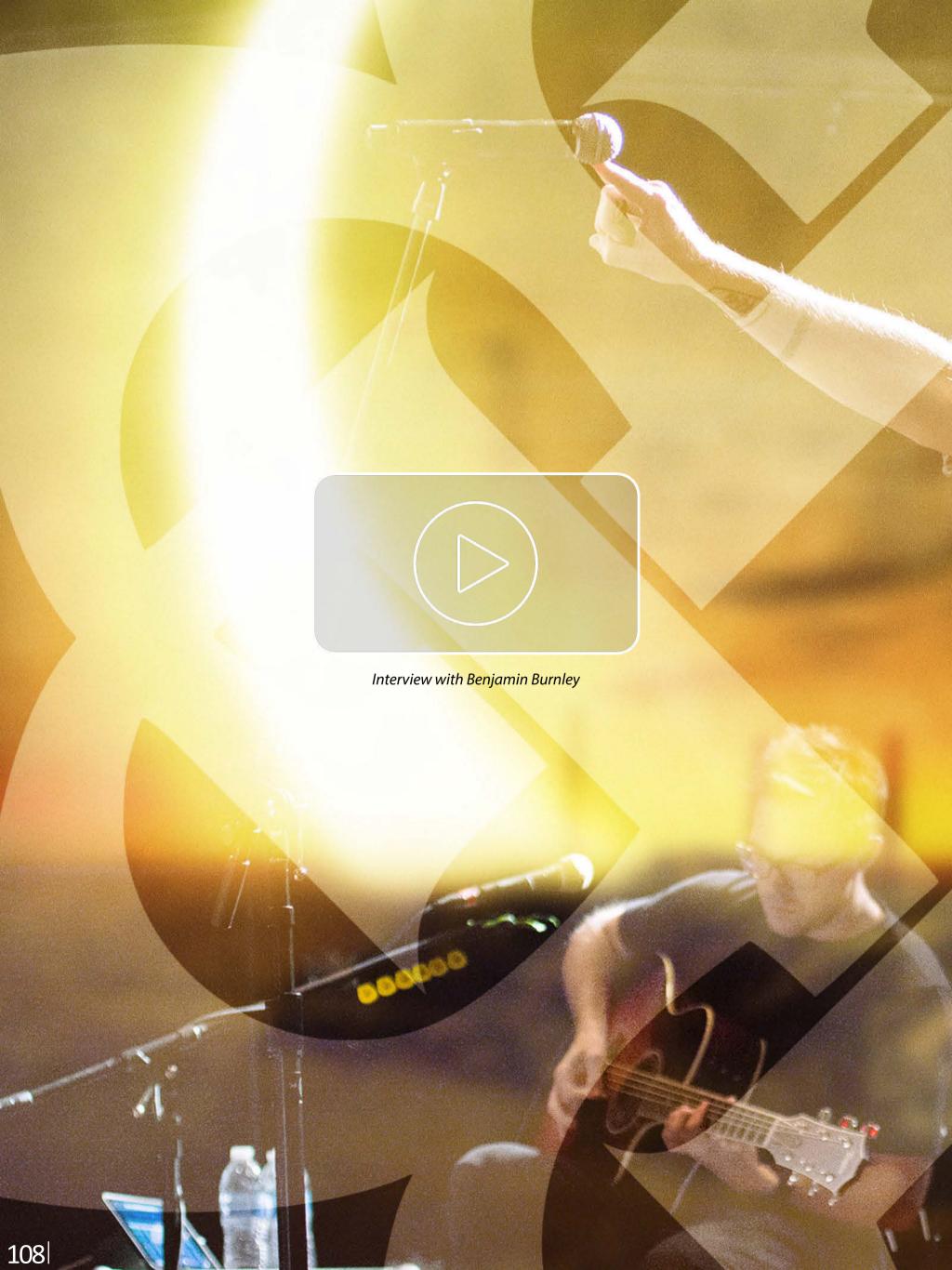
Illness and legal troubles may have served to make this the Pennsylvania rock band's first studio album since Dear Agony in 2009, but you could be forgiven for thinking that the interval had been much longer, the band having reformed for this release with an entirely new lineup - save for founder and front-man Benjamin Burnley.

# **FIVE FACTS:**

- **1.** Breaking Benjamin was formed in Wilkes-Barre, Pennsylvania in 1998.
- **2.** The band's debut studio album was Saturate in 2002.
- **3.** The group's current lineup consists of Burnley, Aaron Bruch, Keith Wallen, Jasen Rauch and Shaun Foist.
- **4.** Dark Before Dawn is the first Breaking Benjamin album not to feature guitarist Aaron Fink or bassist Mark Klepaski.
- **5.** Burnley has said that around 95 per cent of Dark Before Dawn was done before the new lineup **"even played a single note together."**













# MICROSOFT SHEDS SOME OF ITS AD BUSINESS, MAPPING SERVICE

Microsoft is handing off some its digital advertising business to AOL and selling its street-image mapping operation to Uber, as the giant software company tries to focus on activities more relevant to its core business.

AOL, meanwhile, is adopting Microsoft's Bing search engine, replacing Google as the default option for visitors who want to search the Internet on AOL websites. That means Microsoft will get a share of revenue from advertising that's tied directly to Internet searches performed on AOL.

But Microsoft, which is based in Redmond, Washington, will let AOL take over the selling of other types of advertising on Microsoft websites and apps, including MSN, Skype and Xbox. An AOL Inc. spokeswoman said the New York-based online media company will extend job offers to all 1,200 people who worked in Microsoft's advertising business.

Microsoft Corp. CEO Satya Nadella has been saying he wants to focus more on the company's core software business and related services, while warning employees of the need to make some tough choices in areas where things are not working. Microsoft representatives indicated Monday that both the AOL and Uber deals are an outgrowth of that strategy.

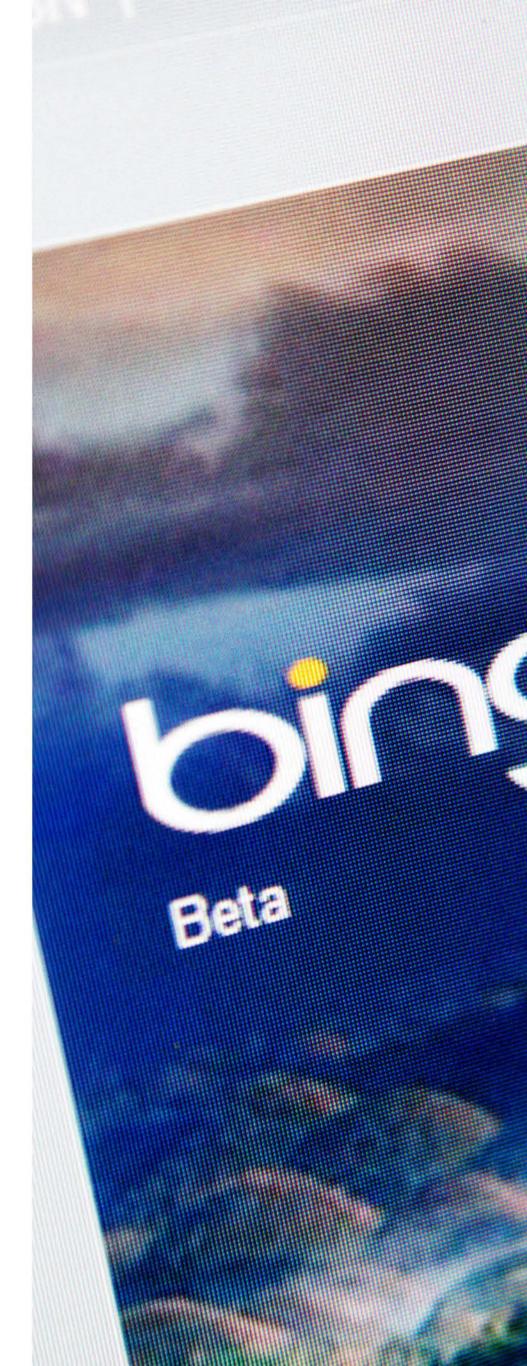
Under its agreement with AOL, Microsoft is unloading a business that's declined in importance over recent years. Microsoft has steadily increased its sale of advertising related to searches on Bing. But revenue from other kinds of advertising, known as display ads, had fallen to about \$250 million in the last quarter, or about 15 percent of all Microsoft ad revenue, according to figures compiled by industry analyst Jan Dawson of Jackdaw Research.

Display advertising is a tough business for them. Search is more lucrative, Dawson said.

Microsoft and AOL declined to reveal details of how they will share revenue from the new pact. Both companies characterized the deal as a win-win because Microsoft will gain more search advertising while AOL, which has been beefing up its display business, will now add Microsoft's websites to a host of other online properties where AOL can place messages for advertising clients.

Uber, meanwhile, has been investing in developing its own street-navigation technology. The San Francisco-based ridehailing service is acquiring a small unit of Microsoft that collected visual images of streets and buildings for Microsoft's Bing Maps service. Microsoft indicated it will rely on other companies to supply it with that data in the future.

They're becoming more and more focused on the things that are working well, and jettisoning things that aren't working well, Dawson said.





# REVIEW: GADGETS FOR THE BEACH AND GETTING YOU THERE

If you're headed to the beach or any other weekend getaway, don't forget these "essential" gadgets.

Of course, no technology is truly essential. You're at the beach! Disconnect! Go swimming! Build sandcastles!

Still can't leave the gadgets behind? Well, consider these:

### E-BOOK READER OR TABLET

You'll want reading material. Sure you can bring real books and real magazines, but that's a lot to carry.

I prefer e-readers over tablets for e-books because e-readers work better in direct sunlight and don't come with such distractions as Facebook updates. Amazon has the best readers out there. Last fall's Kindle Voyage is a premium model with a stunning, high-resolution display that makes letters resemble what's on a printed page. The main drawback: its \$199 price tag (add \$20 if you want a regular screensaver rather than ads).





This week, Amazon is bringing that great display to its mid-tier model, the Kindle Paperwhite. It doesn't have the extra buttons that make pageturning easier like the Voyage has. Nor does it have an auto-brightness feature that adjusts for ambient light. But the Paperwhite does have a new font that's meant to be easier on the eyes; other Kindles won't get it until later this summer. (That said, I thought the old fonts were just fine for reading.)

At \$119 (or \$139 without ads), the Paperwhite is \$80 cheaper, while offering much of what the Voyage has.

For digital magazines, you're better off with a tablet because e-reader screens typically lack color. I like Apple's iPad Mini for its size and shape. The full-size iPad Air is too large to carry around, and Android tablets typically have dimensions more suited for widescreen movies than for replicating printed pages. You can read e-books on the tablet, too, but e-readers offer a better, glare-free experience.





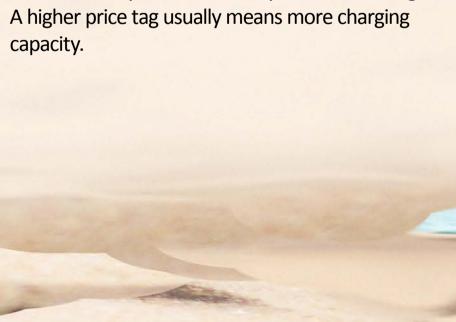
### **BATTERY CHARGERS**

You'll probably have to crank up the brightness on your tablet and phone to overcome all that glare in direct sunlight. That will drain the battery quickly. Bring a portable power pack, which is essentially a battery for recharging the battery on your gadget.

New portable packs from myCharge have both Apple and Android cords built-in, so you can leave your tangled mess of cords at home. Those powerful enough for tablets start at \$100. It's useful for groups with an array of devices. You can charge one Android device and one iPhone or iPad at once, but not two Android devices or an iPhone and iPad together. It's one of each. Many people stick with one system or the other, so for most individuals, that second cord will go unused.

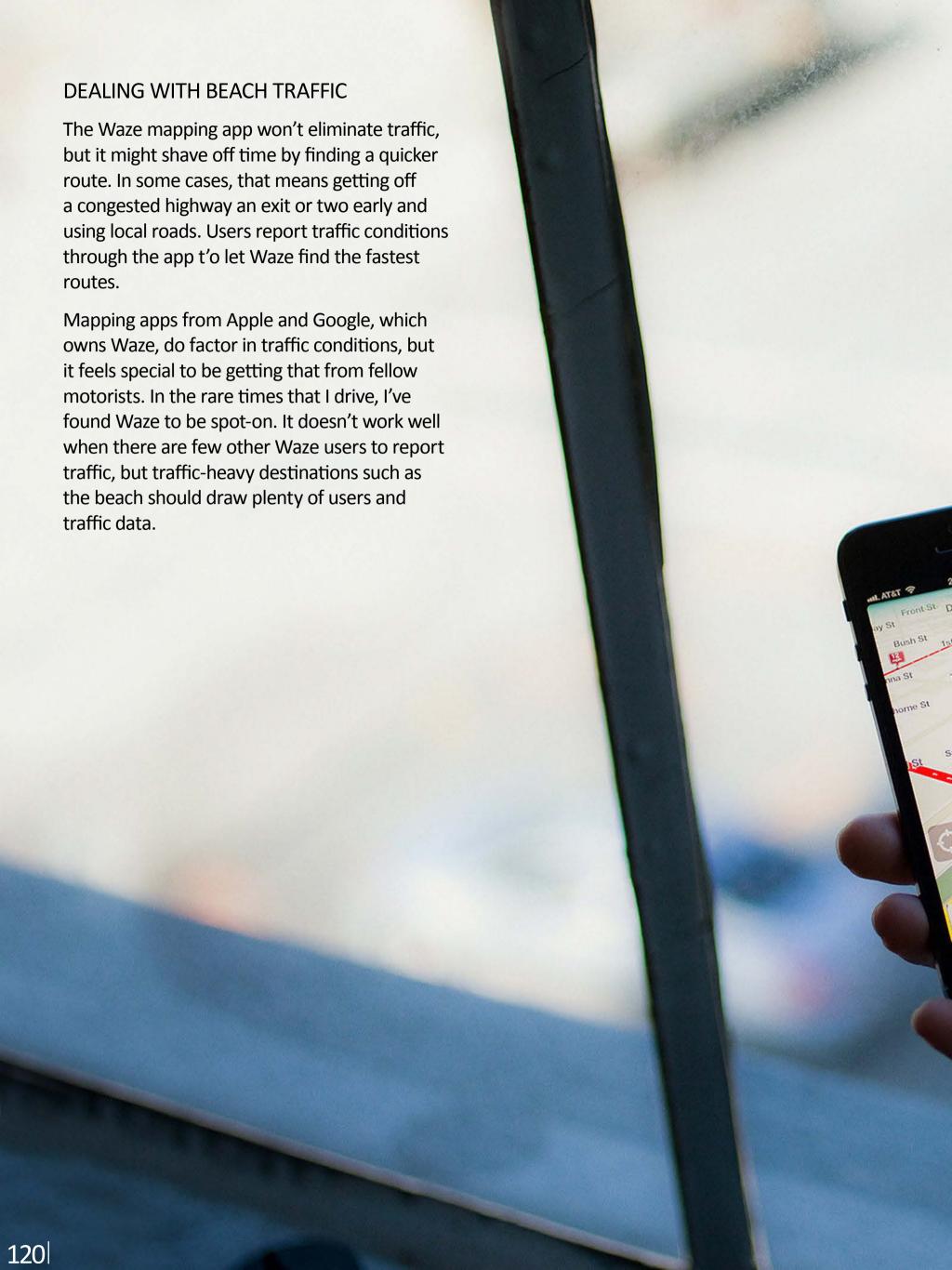
The dual-cord chargers will be overkill for many individuals. Mophie makes not just battery packs but also phone cases with extra power for leading phones. The drawback is you need a new one when you switch models, though I've found batteries tend to wear out over time anyway.

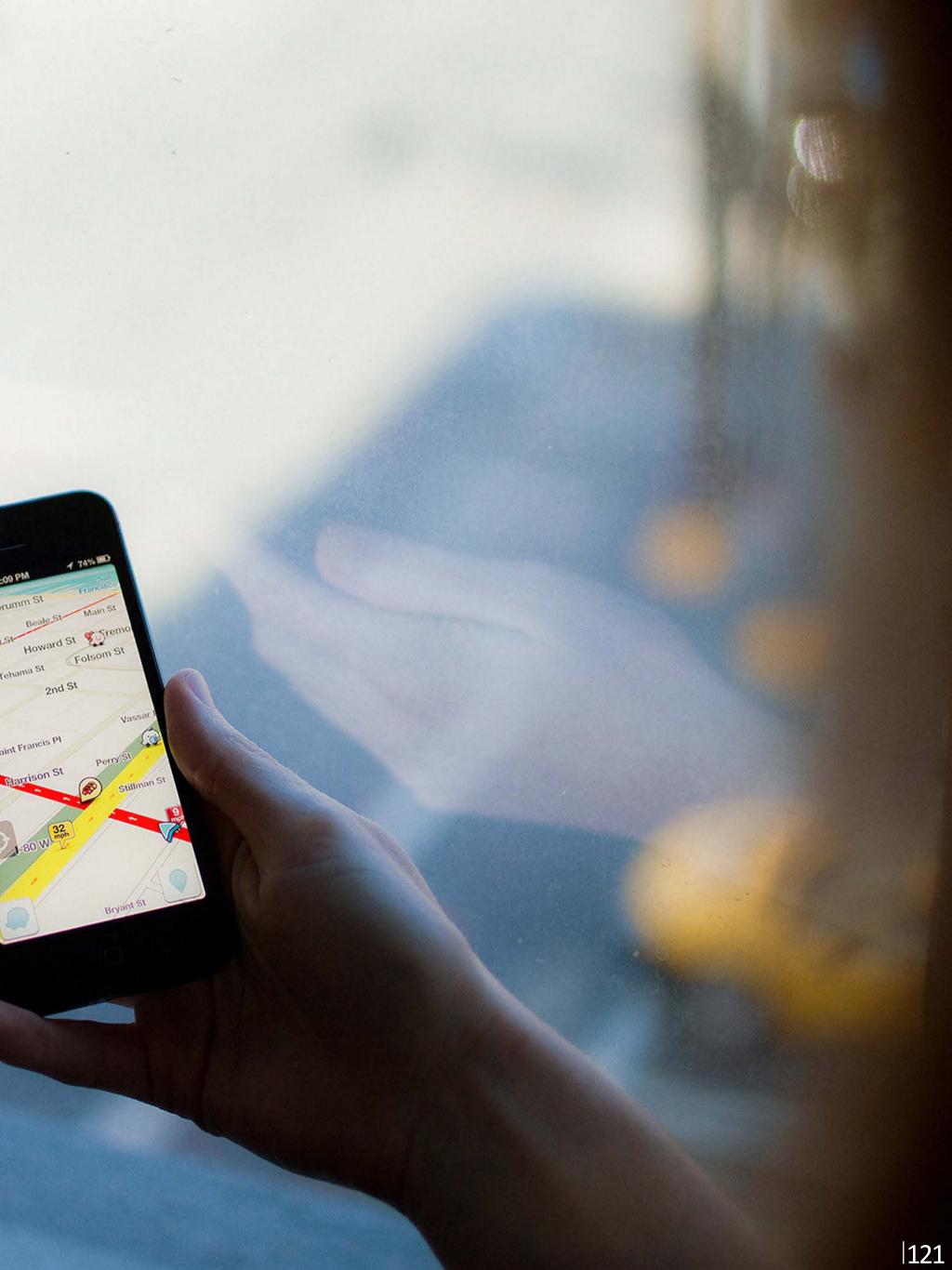
There are lots of others to choose from. Some battery packs have Apple or Android cords built-in, while others have a USB port, which means more flexibility, but also cords you need to bring. A higher price tag usually means more charging capacity.











### **GETTING WET?**

Waterproof gadgets might be overkill unless you're a lifeguard at the beach every day. Same goes for waterproof cases and pouches, which also make gadgets more difficult to use. The only time I've found a waterproof case useful is when I've gone snorkeling with a point-and-shoot camera.

Ziploc and other re-sealable plastic bags can help protect gadgets from inadvertent splashes. A small amount of liquid usually won't kill a gadget. Jumping into the ocean or pool with the phone in your pocket is another matter. Use common sense.

Or leave your gadgets home. You're at the beach!



SCIENCE









The students from North Charleston, South Carolina, had come up with an intricate electronics circuitry experiment. It was supposed to fly last October to the International Space Station on an Antares rocket out of Wallops Island, Virginia.

But it blew up as they watched from only 1.7 miles away. Joe Garvey was knocked over by the blast coming off the launch pad. Rachel Lindbergh felt the heat on her face.

Eight months passed. Every other student team got to fly their experiments again, but finally Sunday was the turn for Joe, Rachel and Gabe Voigt, and their teacher, Gabe's mother, Kellye.

They drove down to Cape Canaveral, Florida, and joked about their luck. But Rachel, the eldest of the three students and a physics major headed to the University of Chicago, doesn't talk about luck. She talks about independent events and variables.

Then the SpaceX rocket launched Sunday carrying their experiment. It soared into the sky. High fives were exchanged. They started heading back for lunch.

Then their phones started buzzing with text messages, condolences. Rachel's was from her grandmother.

"We thought grandma must have been watching the wrong channel," Rachel recalled from her hotel.

She wasn't. The rocket broke apart. Their experiment was lost again.

This one didn't hit as hard or hurt as much, maybe because they really didn't see it, Joe said. That's rocket science. Failure happens, Rachel said.

"There's a lot of life lessons to take from this too," Gabe said. "If something happens, that doesn't mean it's the end of that."



After their first launch, the students improved the experiment to include circuitry from the space shuttle Endeavour, which was better than what they tried at first. Next time, they'll do even better, the three students vowed.

Joe said all he wants to do is get this done before he graduates in two years - he and Gabe will be juniors in the fall.

Within 10 minutes, teacher Voigt got a call from their mentors at NASA's Goddard Space Center. They're going to get more space shuttle circuitry to fly again.

Rachel and Joe will be at a space conference next week in Boston to talk about their experiment.

"Disappointing, sure," Rachel said. "You can't let things stop you."

### Online:

The students' experiment: http://tinwhiskies. weebly.com/









Nearly two-thirds of Americans with Alzheimer's disease are women, and now some scientists are questioning the long-held assumption that it's just because they tend to live longer than men.

What else may put woman at extra risk? Could it be genetics? Biological differences in how women age? Maybe even lifestyle factors?

Finding out might affect treatments or preventive care. One worrisome hint is that research shows a notorious Alzheimer's-related gene has a bigger impact on women than men.

"There are enough biological questions pointing to increased risk in women that we need to delve into that and find out why," said Maria Carrillo, chief science officer for the Alzheimer's Association. Last month, the association brought 15 leading scientists together to ask what's known about women's risk. Later this summer, Carrillo said it plans to begin funding research to address some of the gaps.

"There is a lot that is not understood and not known. It's time we did something about it," she added. A recent Alzheimer's Association report estimates that at age 65, women have about a 1 in 6 chance of developing Alzheimer's during the rest of their lives, compared with a 1 in 11 chance for men.

e tricky part is determining how much of the disparity is due to women's longevity or other factors. "It is true that age is the greatest risk factor for developing Alzheimer's disease," said University of Southern California professor Roberta Diaz Brinton, who presented data on gender differences at a meeting of the National Institutes of Health this year. But, she said, "on average, women live four or five years longer than men, and we know that Alzheimer's is a disease that starts 20 years before the diagnosis." That's how early cellular damage can quietly begin.





Brinton researches if menopause can be a tipping point that leaves certain women vulnerable.

However it starts brewing, there's some evidence that once Alzheimer's is diagnosed, women may worsen faster; scans show more rapid shrinkage of certain brain areas.

But gene research offers the most startling evidence of a sex difference.

Stanford University researchers analyzed records of more than 8,000 people for a form of a gene named ApoE-4, long known to increase Alzheimer's risk.

Women who carry a copy of that gene variant were about twice as likely to eventually develop Alzheimer's as women without the gene, while men's risk was only slightly increased, Stanford's Dr. Michael Greicius reported last year.

It's not clear why. It may be in how the gene interacts with estrogen, Brinton said.

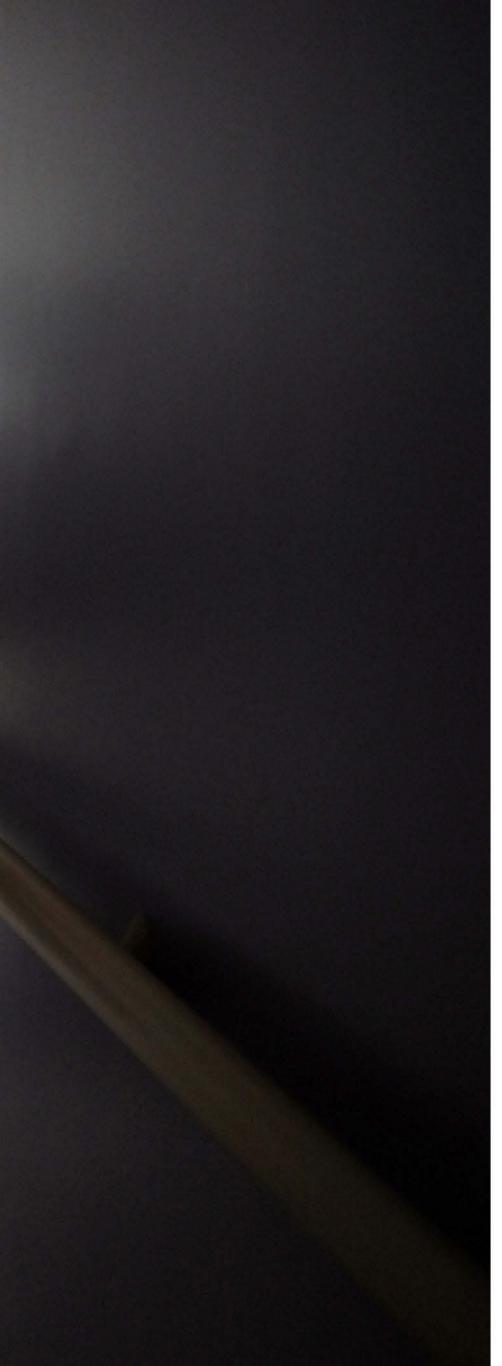
Amy Shives, 57, of Spokane, Washington, recalls when her mother began showing symptoms of Alzheimer's. But it wasn't until after her own diagnosis a few years ago that Shives looked up the gender statistics.

"That was alarming," said Shives, who is in the early stages of Alzheimer's, which struck at a younger-than-usual age and forced her retirement as a college counselor. "The impact on our lives and that of our families is extraordinary."

She points to another disproportionate burden: About 60 percent of caregivers for Alzheimer's patients are women.

"My daughters are in their 20s and I'm already ill," Shives worries. "It's very stressful for them to think about when their mother's going to need their help." What drives the difference





in Alzheimer's cases isn't clear, said Dr. Susan Resnick of the National Institutes of Health, pointing to conflicting research.

"We really have had a tough time understanding whether or not women really are more affected by the disease, or it's just that they live longer," Resnick said.

Data from the long-running Framingham,
Massachusetts, health study suggests that
because more men die from heart disease in
middle age, those who survive past 65 may
have healthier hearts that in turn provide some
brain protection. Many of the same factors
- obesity, high cholesterol, diabetes - that
damage arteries also are Alzheimer's risks.

What about hormones? That's been hard to pin down. Years ago, a major study found that estrogen therapy after 65 might increase risk of dementia, although later research showed hormone replacement around the onset of menopause wasn't a problem.

Brinton studies how menopause changes the brain. Estrogen helps regulate the brain's metabolism, how it produces the energy for proper cognitive function, and it must switch to a less efficient backup method as estrogen plummets, she explained.

"It's like the brain is a little bit diabetic," said Brinton, who is studying whether that may relate to menopausal symptoms in women who later experience cognitive problems.

Carrillo notes that 40 years ago, heart disease was studied mainly in men, with little understanding of how women's heart risks can differ.

"How do we make sure we're not making that mistake when it comes to Alzheimer's?" she asked.





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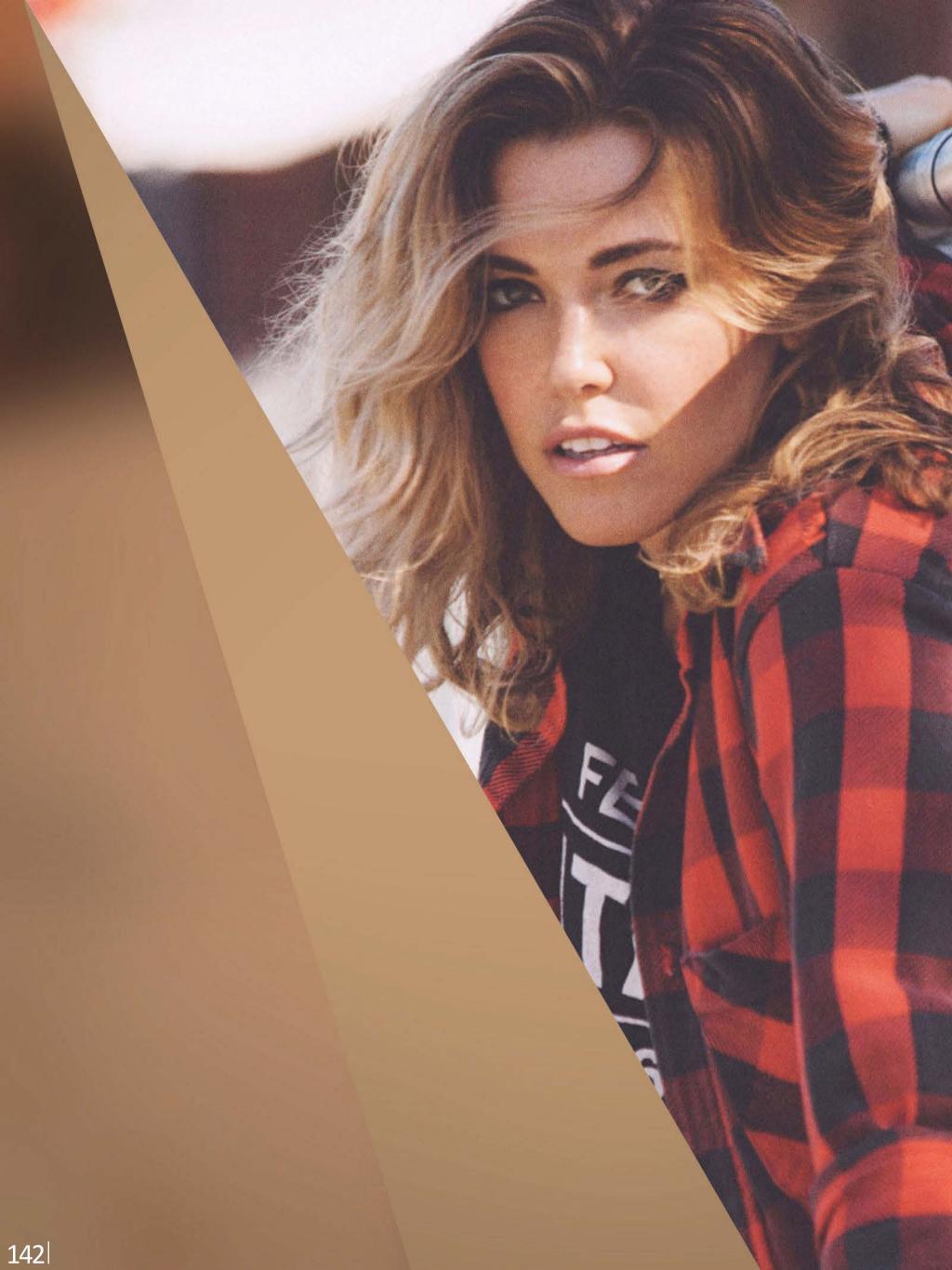
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**SWEET SINFUL NIGHTS** 

LAUREN BLAKELY

## RAILROAD OFFICIAL ASKS DIGITAL MAP MAKERS TO MARK CROSSINGS

The federal agency that oversees railroads has asked digital mapping companies to alert drivers as they approach track crossings in the hope that visual and audio cues will lead to greater awareness of potential dangers.

So far, Google has agreed to update its maps with crossing locations, the Federal Railroad Administration announced Monday.

The effort comes as deaths from train-on-vehicle collisions increased in 2014 from 2013, according to the agency. With approximately 270 deaths, 2014 was the first year-over-year increase this decade, the agency said. And this year began with major accidents at crossings near New York City, Los Angeles and in North Carolina.

It's not yet clear when the audio and visual alerts will begin popping up.

Google Maps said it is sees a chance to make the maps more useful, spokeswoman Mara Harris said.









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